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MATURE 17+



# CONFLICT VIETNAM™

## PRIMA OFFICIAL GAME GUIDE

Matt Wales



### Prima Games

A Division of Random House, Inc.

3000 Lava Ridge Court  
Roseville, CA 95661  
(800) 733-3000  
[www.primagames.com](http://www.primagames.com)



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Product Manager: Damien Waples

Editorial Supervisor: Christy Seifert

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## MEET THE SQUAD

### FRANK WIER (RAGMAN)

#### Starting Skills

|                 |     |
|-----------------|-----|
| Pistol          | ★   |
| Assault Rifle   | ★★★ |
| Sniper Rifle    | ★   |
| Machine Gun     | ★   |
| Grenade         | ★★  |
| Shotgun         | ★★★ |
| Medic           | ★★  |
| Rocket Launcher | ★   |
| Booby Traps     | ★   |

Ragman's extensive experience on the battlefield makes him an excellent squad leader. His familiarity with all manner of firearms makes him well rounded during combat, but especially competent with assault rifles and shotguns. His weapons of choice, however, are the M3A1 "Grease Gun" submachine gun and CAR-15 submachine gun.



**Rank:** Staff Sergeant

**Squad Role:** Squad leader, rifleman

**Specialty:** Submachine guns, assault rifles, pistols

### BRUCE LESH (JUNIOR)

#### Starting Skills

|                 |     |
|-----------------|-----|
| Pistol          | ★★  |
| Assault Rifle   | ★   |
| Sniper Rifle    | ★★★ |
| Machine Gun     | ★   |
| Grenade         | ★★  |
| Shotgun         | ★   |
| Medic           | ★   |
| Rocket Launcher | ★   |
| Booby Traps     | ★   |

Junior's tour of duty is fast approaching its end, and his contempt for some of his fellow squad members is obvious. His thoughts are firmly on escaping Vietnam in one piece, and the cavalier attitude of Hoss and inexperience of Cherry make him uneasy in their company. Junior is an expert sniper, but also specializes in grenades and, to a lesser degree, explosives. His preferred weapons are the M14 rifle with sniper scope and M79 grenade launcher.



**Rank:** Corporal

**Squad Role:** Sniper, grenadier

**Specialty:** Sniper rifles, grenades, explosives

## MEET THE SQUAD

### WILLIAM SHAFER (HOSS)

| Starting Skills |     |
|-----------------|-----|
| Pistol          | ★   |
| Assault Rifle   | ★★  |
| Sniper Rifle    | ★   |
| Machine Gun     | ★★★ |
| Grenade         | ★★  |
| Shotgun         | ★   |
| Medic           | ★   |
| Rocket Launcher | ★★  |
| Booby Traps     | ★   |

Too much time in the jungle heat and the bullet-riddled fray has taken its toll on Hoss. Reckless to the point of dangerous, Hoss is frequently the cause of and at the center of heated gunfire. However, his familiarity and expertise with heavy artillery make Hoss the man to have around when the lead starts flying. His favorite weapons during battle are the M60 light machine gun and M72 light antitank weapon.



**Rank:** Corporal

**Squad Role:** Machine gunner

**Specialty:** Machine guns, antitank weapons

### HAROLD KAHLER (CHERRY)

| Starting Skills |     |
|-----------------|-----|
| Pistol          | ★★  |
| Assault Rifle   | ★★  |
| Sniper Rifle    | ★   |
| Machine Gun     | ★   |
| Grenade         | ★   |
| Shotgun         | ★   |
| Medic           | ★★★ |
| Rocket Launcher | ★   |
| Booby Traps     | ★   |

Thrown in at the deep end, this is Cherry's first tour of duty in Vietnam. Before he was drafted into the U.S. Army, Cherry was working his way through medical school, paving the way for his specialist knowledge of medical field assistance. His lack of expertise on the battlefield means his combat skills are below par, compared to the rest of the squad. However, in a tight spot, his preferred weapon is the M16A1 assault rifle.



**Rank:** Private

**Squad Role:** Medical corpsman

**Specialty:** Medical field dressing, assault rifle



# IN THE FIELD

## GETTING AROUND

### NAVIGATION

During the campaign, you have two key tools at your disposal to aid your progress across the labyrinthine terrain.



The map in the objectives submenu is useful for identifying where you are in relation to the next objective. However, the "fog of war" effect means that it's only possible to get a clear view of where you are now or where you've been before.

The compass, in the top right corner of the main screen, is handy for



identifying environmental hot spots, such as enemy positions and objective markers. Once a new primary objective has been announced, follow the white arrow on the outer edge of the compass to reach your new destination. A white circle replaces the arrow as it passes into the central radar, indicating that your goal is close at hand.



**TIP** When you are separated from your squad, the radar can be the quickest way of finding downed party members and administering medical support. Look for the red arrow around the outside edge of the circle, pointing toward the injured teammate. As you approach, the radar displays your man as a large red dot.

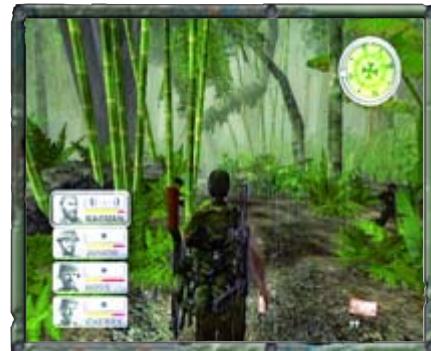
## STANCES & MOVEMENT

You spend most of your traveling time on foot. There are three possible stances to adopt during movement, each of which influences your speed, visibility, and accuracy in combat. Learn which type of movement is most appropriate for a given situation, and gain the upper hand in combat.

### STANDING

Standing is the default stance, and offers two variations of movement: walking and running.

Walking is obviously slower, but it permits relatively quiet movement. It's convenient for situations where stealth is demanded—your footsteps are substantially less audible walking than running.



Run when speed is important—like when the route ahead crosses open terrain with no cover available to shield your team.



Both standing movements leave squad members exposed to enemy gunfire, because they are most visible in this stance. Also, remember that aiming accuracy is dramatically reduced while standing, so it's inappropriate for situations where precision is important or ammo is low. Use the standing stance only when speed is desirable.

### KNEELING/CRUCHING

Kneeling may be the most useful method of travel throughout your tour of duty. Although movement while kneeling is not as speedy as movement while standing, kneeling offers substantially reduced visibility and noise. It's perfect for stealth situations.

## IN THE FIELD



Sneak slowly enough and it's possible to remain completely undetected while passing enemy troops. The benefits are similar to those of traveling while prone, without so much restriction of movement.

Furthermore, kneeling permits greater stability when firing a weapon, so your shooting accuracy improves, compared to standing.

### PRONE

Lying prone gives you the smallest possible profile of the various movement stances. Using it makes your squad a much trickier target for enemies. It also reduces damage from grenades.

Crawling while prone is the slowest and quietest form of travel available, enabling you to move completely undetected in situations where stealth is important. But the restrictive nature and snail's pace of crawling make it unsuitable when large numbers of opponents are in close proximity.



### VEHICLES

Vehicles, although rare, generally offer a fast and efficient means of traversing the environments. What's more, most vehicles are armored and fitted with heavy artillery, providing additional safety when confronted by serious opposition force.

All controllable transportation has four places for your team to occupy. Usually, a vehicle offers a combination of a driver seat, passenger seats, and gun placements. Switch your teammates between these positions at your discretion.



Most vehicles have a damage meter, indicating the amount of fire they can withstand before total annihilation. Equip a squad member with the spanner item and use it on your transportation to restore some damage capacity.

## ORDERS

It's possible to switch between squad members and control them individually, but the order system provides a more efficient means of commanding those not under your immediate control.

For the most part, you can issue orders to your squad as a group, or you can issue independent orders when it's necessary to perform a certain task but not practical to manipulate team members directly. Several commands can be used only on a single character at a time.

### FOLLOW



The follow command instructs any number of soldiers to fall in and join you at your present position. Squad members adopt the leading character's stance and continue to follow until you give the halt command or switch control to another character. Either way, the remaining soldiers wait at their new location until given the order to follow again.

### HALT



The halt order instructs squad members to maintain their current positions, while the leading soldier scouts the area ahead alone. The order can be issued manually or activated automatically when you switch control of a squad member.

A useful feature of the halt command is that it can be issued to individual teammates—great for situations where it's desirable to have one or several men covering the rear as you proceed.

### FIRE AT WILL/STAND DOWN



This order toggles whether squad members, individually or as a group, attack enemy soldiers on sight or hold fire until a fellow teammate is threatened by enemy fire.

The fire-at-will command (indicated by small crosshairs in the upper left corner of a character panel) is most useful during heavy firefights, when you are engaging large numbers of enemy troops. Use the stand-down command to avoid alerting enemies to your current position.



## SQUAD MEMBER-SPECIFIC ORDERS

Certain commands can only be issued to one squad member at a time. These are activated the same way as the advance-to-position command, but which squad member is affected depends on the cursor's location when the order is confirmed.

### ADVANCE TO POSITION

The advance-to-position order enables you to precisely move a fellow teammate to another visible destination. Once the command is activated, the screen switches to first-person view and an arrow cursor appears. Place the arrow at the location to which you wish the chosen character to advance. Adjust the arrow's orientation to alter the direction the character will face when he arrives.



### HEAL



During the advance-to-position command, place the cursor over an injured squad member to bring up the heal option. Confirm, and the selected character moves toward the downed party to administer medical assistance.

### SHIELD



Position the cursor over a fellow teammate or ally, and the option to shield that character appears. The selected squad member stays close to the shielded character and protects that character at all costs. In several

campaign objectives, this command is instrumental to your success.

### KILL



Conversely, select an enemy target, activate the kill order, and the commanded character rains fire on his opponent until the foe is terminated. The team member under order resumes his usual behavior once the foe has been neutralized.

### PICK UP

Position the cursor over a collectible object to order a specific character to retrieve and equip that item. Under normal circumstances, it's often easier to control a team member directly when updating their inventory. But this order can be invaluable during heated gunfire when a teammate's ammo is running low. Use the cursor to instruct a character to loot nearby enemy corpses for weapons before resuming engagement.



### MOUNT

Issue this command by positioning the cursor over any controllable vehicle and confirming. Squad members immediately leap inside.

Use this when a single soldier is close to the transport but everyone else is pinned in an opposing corner. Once inside, make sure the soldier you ordered is sitting in the driver's seat, then steer the armored vehicle over to the remaining squad members.



# WEAPONS & COMBAT

## INTRODUCTION

This is war. At every step through the shadowy jungles, desolate villages, and artillery-ravaged cities, Charlie is only a breath away. Your survival depends on your ability to familiarize your squad with and effectively use the wide variety of weapons available throughout the campaign.

## COMBAT BASICS

### MARKSMANSHIP

#### STANDARD AIMING

In standard third-person mode, your aiming crosshairs automatically snap to the nearest enemy as you traverse the hostile terrain. This is ideal in heavy combat, because you don't compromise your mobility as you dish out hot-lead justice. But the tradeoff for this freedom of movement is reduced accuracy.



#### ADVANCED AIMING

Aim mode provides a first-person, down-the-barrel view of enemy troops. This mode massively improves aiming accuracy, compared to standard mode. Additionally, it allows an extra level of zoom for many weapons, enabling razor-sharp targeting from a greater distance.



Not only are you more likely to hit your mark with the first shot, but it's also possible to target specific areas of an enemy's body. Headshots, for example, are not only spectacularly messy, but can bring your opponents down with a single bullet.

### FIRE MODES

Many weapons have adjustable fire modes. Exploit these in various combat situations for greater levels of success during engagements.

#### BURST AND AUTOMATIC MODES

Burst and automatic modes allow for rapid fire. They're particularly well suited to occasions when great numbers of enemies are present and careful aim is not an option.

These modes have two significant disadvantages, however. First, emptying several rounds in quick succession causes your weapon to recoil and pushes your aim off, dramatically reducing the accuracy of shots. You can eliminate this problem, to a degree, by firing weapons in short bursts, then readjusting your aim.



The second and more obvious disadvantage of burst and automatic modes is that they use more ammunition. When it is imperative that you conserve ammo, use these modes with discretion or switch to the single-shot function.

## SINGLE-SHOT MODE

Single-shot mode, as you might expect, permits only one shot at a time. In terms of accuracy and ammo retention, this mode is far superior to automatic and burst, but in areas heavily populated by VC, using this mode to engage opponents can leave you dangerously exposed.

## GRENADES & EXPLOSIVES

As effective as properly used firearms can be, nothing beats the devastating effect of a grenade when the odds are stacked against you.

Grenades are particularly handy for wiping out large numbers of enemies or mounted weaponry in one move, conserving valuable ammo in the process. A well-aimed grenade also can deal with stubborn opponents who refuse to budge from cover.



When the grenade meter, in the bottom right corner of the screen, is full, the grenade explodes, whether you've tossed it or not. The grenade meter represents the time remaining until detonation, and is triggered when you initially press the fire button. Throw the grenade, and avoid the embarrassment of having it blow up in your hand.

Use grenades and explosives with extreme care. Make sure your squad is well outside the blast range before detonation—a rogue grenade can eliminate your entire team in an instant. To minimize risks, use the M-79 grenade launcher where possible.



**TIP** Be on the lookout for incoming enemy grenades during combat. In open areas, your team scatters automatically to avoid the blast. But when movement is restricted—in corridors and alleys, for example—this isn't always possible. In these instances, quickly evacuate the area and order your men to fall in on your new position.



Occasionally, in their dying moments, downed VC roll over and unpin a grenade as you near. Study bodies for any signs of life as you travel and empty a few rounds into enemies playing dead to avoid an unexpected blast from below.

### MK26 FRAG GRENADE

The Mk26 operates on a timed fuse, which begins to count down the moment the pin is pulled. You can ricochet the grenade off walls and around corners before it explodes, making it particularly useful when dealing with opponents in awkward places.



The grenade scatters fragments of metal on detonation, however, so it can be absolutely lethal to any squad member caught in its blast.

### MK94 "WILLIE PETE" GRENADE



Upon detonation, this white phosphorous grenade immediately ignites anything it comes into contact with. It's particularly effective in enclosed, confined spaces. Toss it into a heavily populated room, for example, to clear the area swiftly.

Be extra careful when handling the "Willie Pete," and get your squad well out of range before throwing it. If you find yourself on fire after detonation, lie prone and roll to extinguish the flames.

## WEAPONS & COMBAT

### MK18 SMOKE GRENADE/RUSSIAN SMOKE GRENADE



The Allied Mk18 is available in red, yellow, and green smoke variants; the Russian smoke grenade emits a thick black cloud on detonation.

Whatever the color, smoke grenades exist for one purpose—to provide temporary

cover while your squad maneuvers through an area undetected. Smoke grenades are especially handy when heavy artillery or armored vehicles pin you into a corner. Simply toss a grenade and evacuate under the resulting smokescreen.

### M18 CLAYMORE MINE

The M18 is operated via proximity trigger or separate detonator. It's most effective against patrols or other enemies whose path can be predicted. Although situations where the M18 genuinely proves its worth are rare, it can be a formidable tool when used intelligently.



### STEALTH KILLS

Some situations require absolute silence to avoid detection as you proceed toward an objective. Two weapons can be useful in these circumstances: the knife and the crossbow.



The knife is primarily used to slash an opponent's throat from behind. Although very effective, the knife has a limited range and its use requires a squad member to be in close proximity to an enemy. This means

extreme care must be taken to avoid alerting a foe to your presence as you close in.

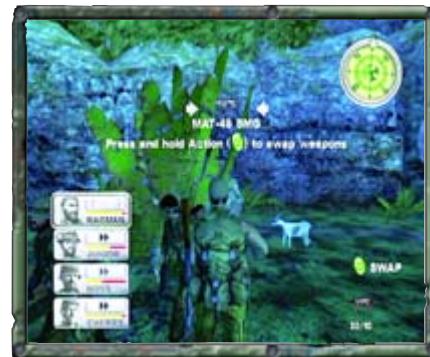
The crossbow is more suited to areas where an enemy must be taken out from a distance. Aim for a headshot when firing an arrow—a strike anywhere else is non-lethal, giving your adversary the opportunity to raise the alarm.



## WEAPON BASICS

### WEAPON CLASSES

All weapons fall in one of four categories: knives, pistols, rifles, and heavy weapons. Learn to differentiate between these classes quickly.



Each member of your squad may only carry one weapon from each class at a time. If a weapon slot is full within a character's inventory, that character must relinquish his current firearm to equip another from the same category.

Often, when confronted with a choice of weapons, you must make snap judgments on the most appropriate weapons to use, factoring in class categories, immediate ammo availability, and the strengths of each team member in handling a particular type of weapon.



Grenades, mines, and other explosives—including C4—do not fall under a specific class. Squad members are free to store any amount and combination of these items in their inventory.



## CHARACTER STRENGTHS & WEAKNESSES

By default, each member of your squad has a preferred type of weapon. Equipping the correct character with the correct weapon type can make all the difference during combat.

Ragman's experience in the field makes him excellent all around, but his particular strength lies in the operation of submachine guns, assault rifles, and pistols. Junior is a pro with sniper rifles, grenades, and, to a lesser degree, explosives. Hoss is in his element when dishing out heavy fire—equip him with a light machine gun or light antitank weapon and watch for the glint in his eyes.

Cherry's lack of combat experience makes him the weakest link during a gunfight. Although his area of expertise lies in fixing up the squad during battle, kit him out with an assault rifle when engaging enemies.

| Character | Preferred Weapons   |
|-----------|---|
| Ragman    | M3A1 "Grease Gun" Submachine Gun<br>CAR-15 Submachine Gun |
| Junior    | M14 Sniper Rifle<br>M-79 Grenade Launcher                 |
| Hoss      | M60 Light Machine Gun<br>M72 Light Antitank Weapon        |
| Cherry    | M16A1 Assault Rifle                                       |



For most combat situations, Ragman's proficiency with numerous weapon types makes him the best choice to control directly. Switch to Hoss or Cherry when circumstances require the use of a particular weapon and you don't wish to compromise Ragman's inventory.

## SKILL POINTS & CHARACTER STATISTICS

Although each character has pronounced combat strengths and preferences at the beginning of the game, it's possible to refine and balance these through extended play. Create a squad with well-rounded abilities using the skill points system available at the end of each completed mission.



### Skill Points

Skill points are awarded during play, based on these criteria:

- Primary objectives completed
- Bonus objectives completed
- Infantry killed
- Vehicles destroyed
- Tanks destroyed
- Stealth kills
- MIA



Use skill points to purchase rank stars across a wide variety of categories. The more rank stars a character has next to a particular ability, the more proficient he is at that skill.

### Ability Upgrades

The following abilities can be upgraded, using skill points, as missions are completed:

- **Pistol**
- **Assault Rifle**
- **Sniper Rifle**
- **Machine Gun**
- **Grenade**
- **Shotgun**
- **Medic**
- **Rocket Launcher**
- **Booby Traps**

Consult the maps at the beginning of each walkthrough section in this guide for a location-by-location rundown of key weapons and supplies. Even if some caches appear a considerable distance away from the main mission route, taking time to locate and equip additional weapons can often mean the difference between life and death as the campaign continues.



Each walkthrough chapter contains a recommended Weapons & Equipment table for a particular mission. Consult the next section's table while scavenging for weapons to aid your selection process. Forewarned is forearmed, as they say....

Amassed points can either be manually assigned to suit your own preferred play style or automatically allocated by the game. The latter option is handy if you want to progress through the campaign without meticulous micromanagement of your squad.

### SCAVENGING

Throughout the campaign, your squad members are periodically re-equipped with weapons and supplies, depending on their current situation. Missions beginning in Allied territory frequently yield plenty of munitions; levels deep in enemy turf can seem barren.

Stock up on items whenever your squad is lucky enough to encounter caches. Weapons and ammo become increasingly rare in later missions, so you'll be thankful for these initial scavenging expeditions.



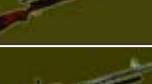
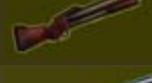
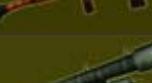


X denotes weapons with which a character is particularly proficient.

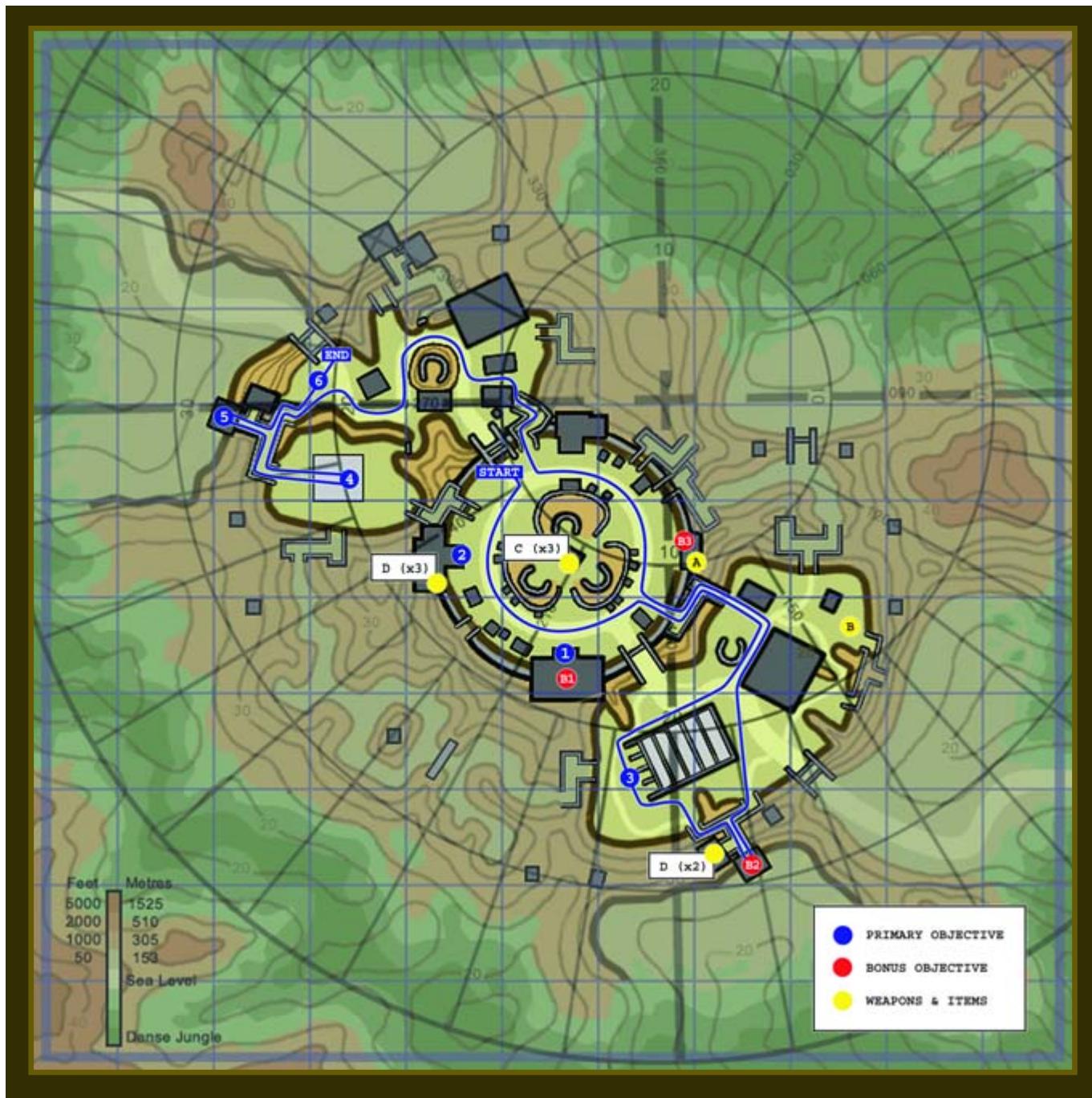
## Weapons Summary

| Class    | View | Weapon   | In-Game Name          | Type                    | Clips/Rounds | Ragman | Junior | Hoss | Cherry |
|----------|------|--|-----------------------|-------------------------|--------------|--------|--------|------|--------|
| Knife    |      | K-Bar Fighting Knife   | K-Bar Knife           | Knife                   | —            | X      | X      | X    | X      |
|          |      | M6 Bayonet Knife   | M6 Bayonet Knife      | Knife                   | —            | X      | X      | X    | X      |
| Pistol   |      | M1911-A1 .45 Automatic Pistol  | M1911 Pistol          | Pistol                  | 10/7         | X      | —      | —    | —      |
|          |      | M1911-A1 .45 Silenced Pistol   | M1911 Silenced Pistol | Pistol                  | 10/7         | X      | —      | —    | —      |
|          |      | Makarov 9.5mm Automatic Pistol   | Makarov Pistol        | Pistol                  | 10/8         | X      | —      | —    | —      |
| Crossbow |      | Montagnard Crossbow  | Crossbow              | Pistol                  | 10/1         | X      | —      | —    | —      |
|          |      | S&W .38-Cal. Special Revolver  | S&W Revolver          | Pistol                  | 10/6         | X      | —      | —    | —      |
|          |      | Tokarev 7.62mm Automatic Pistol  | Tokarev Pistol        | Pistol                  | 10/8         | X      | —      | —    | —      |
| Rifle    |      | AK-47 7.62mm Assault Rifle   | AK-47 Assault Rifle   | Assault Rifle           | 10/30        | X      | —      | —    | X      |
|          |      | CAR-15 5.56mm Assault Rifle  | CAR-15 SMG            | Submachine gun          | 10/20 or 30  | X      | —      | X    | —      |
|          |      | CAR-15 5.56mm Assault Rifle w/ Human Engineering Laboratories M-4 Silencer | CAR-15 Silenced SMG   | Silenced Submachine gun | 10/20 or 30  | X      | —      | X    | —      |
|          |      | Chicom Type-56 7.62mm Assault Rifle  | Type-56 Assault Rifle | Assault Rifle           | 10/30        | X      | —      | —    | X      |
|          |      | M14 7.62mm Rifle   | M14 Sniper Rifle      | Sniper Rifle            | 10/20        | —      | X      | —    | —      |
| Sniper   |      | M16A1 5.56mm Assault Rifle   | M16A1 Assault Rifle   | Assault Rifle           | 10/20 or 30  | X      | —      | —    | X      |

## WEAPONS & COMBAT

| Weapons Summary (cont'd) |   |                                   |                                |                  |              |        |        |      |        |
|--------------------------|---|-----------------------------------|--------------------------------|------------------|--------------|--------|--------|------|--------|
| Class                    | View  | Weapon                            | In-Game Name                   | Type             | Clips/Rounds | Ragman | Junior | Hoss | Cherry |
| Rifle<br>(cont'd)        |    | M3A1 9mm "Grease Gun"             | M3A1 "Grease Gun" SMG          | Submachine gun   | 10/30        | X      | —      | X    | —      |
|                          |    | MAT49 7.62mm Submachine gun       | MAT-49 SMG                     | Submachine gun   | 10/32        | X      | —      | X    | —      |
|                          |    | Mosin-Nagant Rifle                | Mosin-Nagant Rifle             | Assault Rifle    | 10/5         | X      | —      | —    | —      |
|                          |    | PPSh41 7.62mm Rifle (SKS)         | PPSh-41 SMG                    | Submachine gun   | 10/35        | X      | —      | X    | —      |
|                          |    | Simonov 7.62mm Rifle (SKS)        | Simonov SKS Self-Loading Rifle | Assault Rifle    | 10/10        | X      | —      | —    | X      |
|                          |    | Stirling L3 4A1 Silenced SMG      | Stirling L3 4A1 Silenced SMG   | Submachine gun   | 10/34        | X      | —      | X    | —      |
|                          |   | SVD Dragunov Sniper Rifle         | SVD Dragunov Sniper Rifle      | Sniper Rifle     | 10/10        | —      | X      | —    | —      |
|                          |  | US M40A1 Sniper Rifle             | M40A1 Sniper Rifle             | Sniper Rifle     | 10/5         | —      | X      | —    | —      |
| Heavy Weapon             |  | M60 7.62mm Light Machine Gun      | M60 LMG                        | Machine Gun      | 5/100        | —      | —      | X    | —      |
|                          |  | M72 66mm Light Antitank Weapon    | M-72 LAW                       | AT               | 1 shot       | —      | —      | X    | —      |
|                          |  | M-79 40mm Grenade Launcher        | M-79 Grenade Launcher          | Grenade Launcher | 30/1         | —      | X      | —    | —      |
|                          |  | Remington 870 Pump-Action Shotgun | 12-Gauge Shotgun               | Shotgun          | 50/1         | —      | —      | —    | —      |
|                          |  | RPD 7.62mm Light Machine Gun      | Degtyarev RPD LMG              | Machine Gun      | 5/100        | —      | —      | X    | —      |
|                          |  | RPG-2 Rocket Launcher             | RPG-2 Rocket Launcher          | AT               | 1 shot       | —      | —      | X    | —      |
|                          |  | RPG-7 Rocket Launcher             | RPG-7v Rocket Launcher         | AT               | 1 Shot       | —      | —      | X    | —      |
| Anti-aircraft            |  | SA7 Grail Antiaircraft Weapon     | SA7 Grail Antiaircraft Weapon  | Anti-aircraft    | 1 shot       | —      | —      | X    | —      |

## MISSION 1: GHOST TOWN



Date: Jan. 26, 1968

## Mission Details

### Overview

Welcome to 'Nam, soldier. This is your first day at camp, so learn the basics before you hit the battlefield. Pick up your kit at the PX, then move out for some vital first-aid training. After that, it's time to crank out the big guns for some heavy-duty combat practice before you meet up with your squad. Listen carefully, Cherry! This stuff could save your life....

## Map Key

### Primary Objectives

- ① PX
- ② Aid Station
- ③ Firing Range
- ④ Squad Training
- ⑤ Assault
- ⑥ West Gate

### Bonus Objectives

- (B1) Liquor
- (B2) Defend
- (B3) Communiqué

### Weapons & Equipment

- (A) M16A1 Assault Rifle Ammo
- (B) M18 Claymore Mine
- (C) Mk26 Frag Grenade
- (D) Medical Field Dressing



Inside, wander into the next room to find your comrades in conversation. Approach the counter and talk to Nash. Once you receive your kit, talk to him again and he asks you to deliver a bottle of whiskey to Sergeant Arnold at the firing range.

### New Bonus Objective (B1): Liquor

*Take the bottle of whiskey to Sergeant Arnold at the Firing Range.*

## PRIMARY OBJECTIVE ①: PX

*Go to the stores (PX) on the southern edge of the Inner Compound and talk to Quartermaster Nash. He will supply you with equipment.*



First, collect your equipment from the stores. Follow the objective arrow on the compass to the south along the dirt track. Continue as it bends to the east and enter the shack marked "PX" to your right.

*Go to the Aid Station at the western edge of the Inner Compound to collect medical supplies for combat patrol.*



Exit the PX and take the dirt track to the left. Follow it northwest until you reach the aid station, daubed with a green cross, on your left.





Inside, enter the next room and approach Captain Baker, tending to an injured soldier. Talk to him and grab the glowing medical field dressing from the trolley to the right. Turn to face the wounded soldier and use the dressing to save him.

Chat with Baker again. He orders you to grab your supplies from the room to the south. Go on through, collect the three medical field dressings from the desk to the left, and leave the aid station.



Trek along the alley until you emerge at the other end.



Continue southeast and take a right at the junction, following the path labeled "Firing Range."

## PRIMARY OBJECTIVE 3 : FIRING RANGE

**Report to Sergeant Arnold at the Firing Range for weapons evaluation. The Firing Range is in the South-East Compound.**



Take a right along the dirt track and travel past the PX again. Shortly after, look for the alley marked "Mess Hall" and "Firing Range" on your right to the southeast.

Follow that path west and enter the firing range when you reach it. Stay on the track until you spot Sergeant Arnold waiting to the left.



Talk to the sergeant to give him the whiskey. For your trouble, you get some frag grenades. Next, step into the booth and approach the end of the walkway, ready for weapons evaluation. Equip your pistol, then lie prone as directed. Finally, adopt a kneeling stance and enter aim mode.



## MISSION 1: GHOST TOWN



Four targets appear down range. Fix each one in your sights and squeeze the trigger. A beeping sound indicates a successful hit; a buzz indicates a miss.



As you hit the first junction, take a right and proceed into the bunker ahead.

Once you've familiarized yourself with the pistol, equip the M16A1 assault rifle. Again, switch to aim mode, then zoom in. Before you proceed, switch the rifle's fire mode from burst fire to single shot. Obliterate the targets as they appear. When the sequence is complete, exit aim mode.



### New Bonus Objective B2: Defend

*Help Pork Chop defend the bunker.*

Move to the window on the right and adopt a kneeling stance. Equip your M16A1 assault rifle and switch to burst mode. Enter aim mode and start taking down the VC who approach the bunker. When the enemy subsides on this side, go to another window and continue firing until you eliminate the threat.



## PRIMARY OBJECTIVE 4: SQUAD TRAINING

*Report to Master Sergeant Warton for squad training. All new soldiers are required to undergo acclimatization training with their new squad.*



Leave the training booth and take a left. Follow the path around past the bunker and between the crates. Locate the trench on the right (due southeast) and head in.

Exit the bunker to the north and take a right at the junction. Drop down the slope and follow the path to the northeast, taking a left immediately as you rejoin the deep dirt track. Stick to the track as you pass the mess hall, then follow the pathway beyond it to the right.



At the fork ahead, turn left and re-enter the covered passageway. As you re-enter the inner compound, head along the track to the north, and enter the comms bunker immediately on your right. Go through the door and approach the operator in the southeast corner of the radio room.

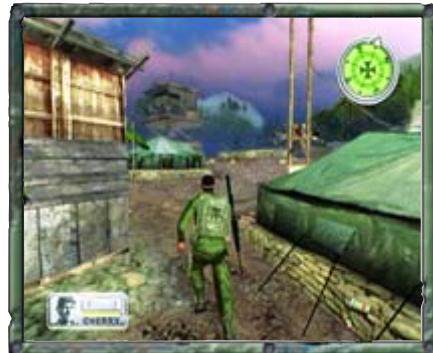


### New Bonus Objective (B3) : Communiqué

*Take this Communiqué to 2nd Lieutenant Jefferson. He can be found in the Tactical Operations Center.*



Exit the communications center via the steps to the right. Outside, follow the track around to the northwest until you spy the tactical operations center to your right. Enter the building and talk to the guard at the door to pass. Head into the main room and go through the doorway to the right. Chat with the lieutenant sitting at the desk to give him the communiqué and, as a reward, receive some red smoke grenades.

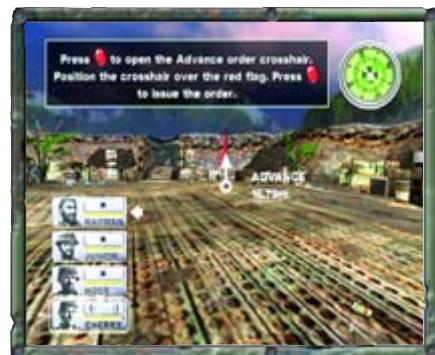


Back outside, turn into the covered trench, posted "Helipad/Motor Pool," immediately to your right. Walk along it and exit at the end. Travel northwest past the tents until you reach the dirt track. Follow it to the right as it winds through the camp.



At the truck, take the pathway immediately to the southwest. Continue ahead at the junction until you reach the clearing. Cross over and talk to Warton to begin your training.

Turn around and face the red flag. Command your squad to fall in, then order them to hold their position on arrival. Next, order a team member to advance to the red flag as instructed. Position the Advance cursor over the base of the flag to ensure that he reaches his destination.



When the squad member feigns injury, select another teammate. Position the Advance cursor over the medical field dressing, near the blue flag to the left.

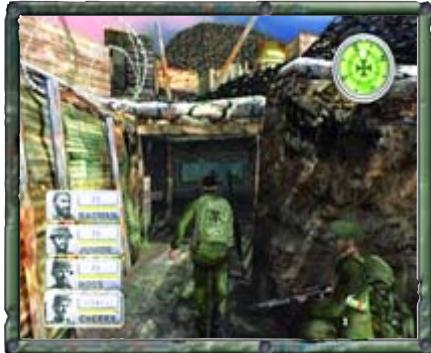


Confirm the order, and your comrade picks up the dressing. Finally, instruct the soldier to heal the injured man by highlighting the injured soldier with the Advance cursor and confirming.

## MISSION 1: GHOST TOWN

### PRIMARY OBJECTIVE 5: ASSAULT

*The VC are assaulting an unoccupied bunker. Get your squad into the bunker and defeat the VC assault.*



Order your squad to join you, then leave the training area via the tunnel to the west. At the first junction, take a right and proceed into the bunker.

Inside, kneel close to the mounted gun ahead and order your men to fire at will. Mount the gun and switch to aim mode. Zoom in and search out VC, squeezing the trigger to bring them down. Once the assault has been quashed, dismount your weapon and order your squad to fall in.



Eliminate large numbers of VC troops swiftly by aiming at the diesel barrels dotted around the landscape. Pump them full of bullets and the resulting explosions annihilate anyone in the vicinity.



### PRIMARY OBJECTIVE 6: WEST GATE

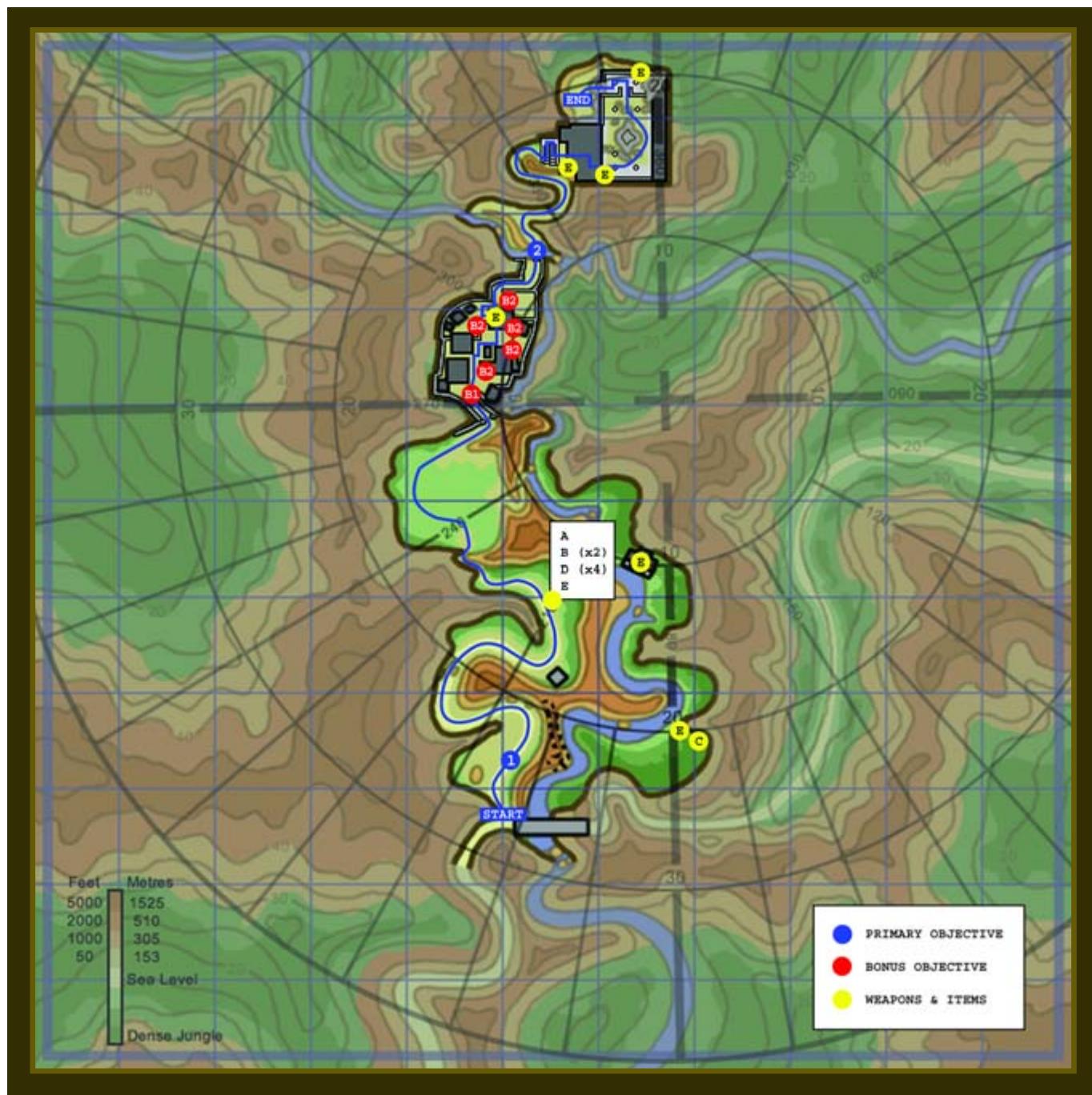
*The rest of Bravo Company are mustering for today's combat patrol at the Western Gate.*



Exit the bunker to the east and make a left at the junction. Follow the wooden walkway down into the mud and cross over to the vehicles stationed ahead. Talk to the soldier stationed nearby to complete the mission.



## MISSION 2: RUMBLE IN THE JUNGLE



## MISSION 2: RUMBLE IN THE JUNGLE

Date: Jan. 26, 1968

### Mission Details

#### Overview

While you are escorting an armored personnel carrier through the depths of the jungle, the vehicle hits a mine, resulting in extensive damage. As Alpha Team, travel east to check on the sudden appearance of a large number of VC. Your squad must investigate the APC for survivors, then carry out the original mission plans. Penetrate the jungle, traveling north until you reach a nearby village. Clear the compound of enemy soldiers, then move to the temple for extraction.

### Map Key

#### Primary Objectives

- ① Village
- ② LZ

#### Bonus Objectives

- (B1) Hearts & Minds
- (B2) VC caches

#### Weapons & Equipment

- (A) MAT-49 SMG
- (B) MAT-49 SMG Ammo
- (C) RPG-2 Rocket Launcher
- (D) Stick Grenade
- (E) Medical Field Dressing

#### Recommended Weapons & Equipment

| Ragman                     | Junior                     | Hoss                       | Cherry                 |
|----------------------------|----------------------------|----------------------------|------------------------|
| Binoculars                 | K-Bar Knife                | K-Bar Knife                | K-Bar Knife            |
| K-Bar Knife                | M1911 Silenced Pistol      | M1911 Pistol               | M1911 Silenced Pistol  |
| 12-Gauge Shotgun           | M14 Sniper Rifle           | M60 LMG                    | M16A1 Assault Rifle    |
| M3A1 "Grease Gun" SMG      | Mk18 Red Smoke Grenade     | Mk18 Red Smoke Grenade     | Mk18 Red Smoke Grenade |
| Mk18 Red Smoke Grenade     | MK94 "Willie Pete" Grenade | MK94 "Willie Pete" Grenade | Mk26 Frag Grenade      |
| Mk94 "Willie Pete" Grenade | Mk26 Frag Grenade          | Mk26 Frag Grenade          | Medical Field Dressing |
| Medical Field Dressing     | Medical Field Dressing     | Medical Field Dressing     | —                      |

### PRIMARY OBJECTIVE: SURVIVE



Make sure that Ragman, Hoss, Junior, and Cherry survive the mission.



### PRIMARY OBJECTIVE ①: VILLAGE

Head north, through the jungle, to the village. Once there, search the village for Viet Cong activity.





Order Bravo Team to fall in. Move north toward the remains of the APC, then navigate the crater ahead, turning left. Travel west along the dirt track and follow the civilian as he flees. Fire a warning shot near him to make him stop before he runs away. He'll warn you about the path ahead.



Turn north again at the watchtower and proceed with caution. Terminate the patrol in the bushes to the left, then collect the medical field dressing and stick grenades from around the campfire.



Proceed along the path and stop just ahead of his twitching body. Drop to your knees and take cover in preparation for the first enemy ambush from the north.

Return to the main track and continue north. Swing round to the west and send a few bullets in the direction of the VC hiding in the undergrowth. Sidle into the rocky crevice, then wind along the path and back into the open.



Switch to Junior and eliminate the sniper stationed in the tower to the east, using the M14 sniper rifle.



Resume control of Ragman and continue along the path, pulverizing the VC onslaught.



**CAUTION** The increased sniper activity makes this area particularly perilous. Concentrate on the ground troops while your squad picks off the VC stationed in the treetops.



Maintain your position and terminate enemies in your sights ahead. Next, follow the dirt track as it winds around to the north. Stay vigilant for enemies in the heavy undergrowth as you move along.

## MISSION 2: RUMBLE IN THE JUNGLE



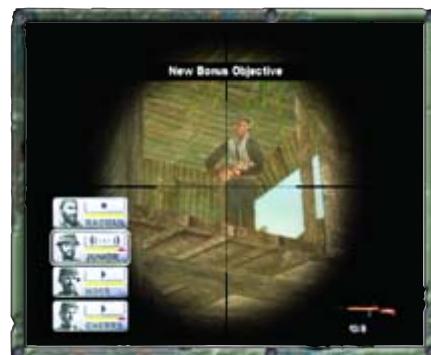
Watch out for incoming VC grenades here, because movement is restricted. A team member sounds the alert if one lands in your proximity. If this occurs, immediately backtrack along the path and order your team to follow before it detonates. The effect of a grenade in such a confined space can be devastating to your squad.



Keep the sheer rock face to your right until you spy the village entrance ahead. Move east along the alley toward the main gate.



It's vital that you avoid injuring civilians during your attack on the VC. Lose one innocent and the objective is failed. However, enemy fire is as deadly as friendly fire, so you must exterminate the VC before they can take aim on villagers.



To avoid the sniper fire from the northeast, take cover behind the shack to the left immediately. Switch to Junior and use the M14 sniper rifle to bring him down.

Open the doorway and enter the village compound. An elder greets you on arrival, but pleasantries are interrupted by the arrival of a VC sniper. Bring him down with a well-aimed shot.



Switch to Ragman and equip the M3A7. Next, order Cherry to shield the villager in the hut to the west.



Prepare for ambush! The village and surrounding hillsides are teeming with enemy troops determined to annihilate your squad and any civilians in the way.

Stay alert and clear the threat quickly, keeping the villagers from being harmed by either your trooper or enemy attackers.

### New Bonus Objective (B1) : Hearts & Minds

*To win the hearts and minds of the local population you must show them that you are willing to risk your life for them. Make sure that all villagers survive the VC attack.*

Instruct Hoss to shield the villager in the shack to the northeast. This should prevent enemies from entering these buildings and killing the inhabitants.



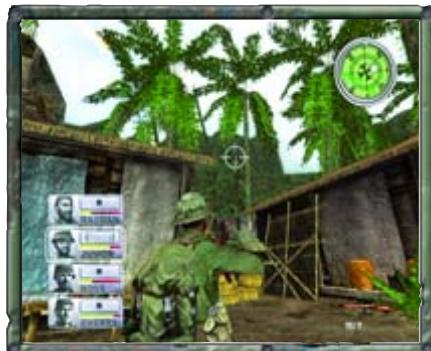


Proceed north into the square and instruct Junior to shield the villager crouched in the building to the west. He takes care of any troops approaching from the rear of the village.

Finally, move into square and quickly turn to face south. The door directly ahead swings open to reveal three VC. Empty a clip in their direction, then do an about-face and obliterate the soldiers emerging from the north.



To avoid the premature demise of the villager cowering inside the hut, enter the building, face the doorway to the west, and eliminate the enemy threat from here. This prevents the VC from reaching the civilian.



Return to the square and order your squad to join you. Switch to Junior and dispose of any VC stationed on the hillside around the village.



When peace is restored, switch back to Ragman and travel to the northeast corner of the square. Look at the ground to the right of the tall tree. The first trapdoor lies underneath the baskets.

Stand well away from the area, and order your squad to fall in and hold their position when they reach you. Enter aim mode and fire at the baskets to tear them to shreds. When the trapdoor is clear, move over and lift the flap.

### New Bonus Objective B2: VC Caches

*Search the village for any hidden Viet Cong weapon caches. If a cache is found, destroy it.*

There are a total of four weapon caches in the village and five potential hiding spots. Ragman announces if there are weapons under this trapdoor. If there are, return to your safe position and throw a frag grenade down the hole to destroy them.



Next, destroy the baskets directly south of the first trapdoor to unearth another cache. Open it and destroy any weapons from a safe distance.

## MISSION 2: RUMBLE IN THE JUNGLE



From here, travel southwest, back toward the village entrance. As you pass the building to the right with the blue paneled wall, check to the left for trapdoor No. 3. Wrench it open and lob a grenade down the hole if necessary.



March north into the covered alleyway. Follow it along and leave the village via the gate at the very end. An enemy is stationed on the rock to the left as you approach the wooden walkway outside. Remedy that situation with your trigger finger.

To find the fourth and final cache, return to the square and enter the hut to the north again. Grab the medical field dressing from the table on the right and leave via the western doorway. Turn left and check the ground along the wall. Yank open the trapdoor and blast any weapons to smithereens.



The enemies running along the edge of the ravine to the left can be a pain. They use the large rocks nearby to shield themselves. Take cover on the bridge facing them and pick them off the second they reappear.



If there are no weapons located here, head north and take a right around to the rear of the hut. A final trapdoor is located on the ground. If it contains weapons, destroy it with another grenade.

Cross the bridge and follow the pathway as it winds to the north. Order your squad to hold position as you approach the mouth of the tunnel. Carefully approach the first row of undergrowth and locate the booby trap. Defuse the tripwire to proceed.



## PRIMARY OBJECTIVE ②: LZ

*The LZ is situated next to an ancient temple. Clear out the LZ and temple before calling for pickup.*



Once the route is clear, command your men to follow and continue along the tunnel as it moves west and emerges into the open. Assume a kneeling stance and move northward again, preparing yourself for the next VC assault.





Around the bend to the northeast, engage the lone patrol on the lower level and immediately find cover. Switch to Junior and use the M14 sniper rifle to massacre the enemies patrolling the upper platform.



When the coast is clear, climb the stone steps at the end of the track and enter the temple.

As the passage opens into the wild, give the order to hold position and fire at will. Peek cautiously around the corner and pick off the guard patrolling the top of the rock to the northeast, using the sniper rifle. Bravo Company eliminates the majority of VC while you complete this operation.



Switch to Ragman again and equip your M3A1 to deal with the large enemy presence outside. Call your squad to fall in, and dash to the statue in the center of the clearing to the north. This shields you from the anti-aircraft gunfire.



Switch to Junior and equip the M14 sniper rifle. Lie on your belly and crawl around the rocks until you see the AA gunner. Use a well-placed grenade to swiftly exterminate him, then swab back to Ragman in preparation for the resulting VC ambush to the south.

Once you've successfully removed the enemy threat, head north to the platform housing the AA gun. Your lift out of the area has arrived and is waiting above. As you approach, another wave of VC appears to the east.



Take care of them and the chopper moves west and deploys red smoke. This indicates your extraction point, so climb onto the platform, turn left after the gun turret, and assemble at red smoke to complete the mission.



# MISSION 3: TET OFFENSIVE





Date: Jan. 31, 1968

# Mission Details

## Overview

After a successful mission in the jungle, your squad returns to base camp. The VC have mounted a major assault on the ghost town and your boys must do their best to hold back the onslaught. When the camp is overrun, however, retreat is the only option. Navigate the remains of the base and return to the inner compound to escape the attack.

## Map Key

**Primary Objectives**

- ① Outer Perimeter
- ② Fall Back
- ③ Air Support
- ④ T-34 Tank

**Bonus Objectives**

- ① Paratroopers

**Weapons & Equipment**

- A 12-Gauge Shotgun Ammo
- B M14 Sniper Rifle
- C M14 Sniper Rifle Ammo
- D M16A1 Assault Rifle
- E M16A1 Assault Rifle Ammo
- F M3A1 "Grease Gun" SMG Ammo
- G M60 LMG
- H M60 LMG Ammo
- I M-72 LAW
- J Mk18 Yellow Smoke Grenades
- K Mk26 Frag Grenade
- L Mk94 "Willie Pete" Grenade
- M Medical Field Dressing

**Recommended Weapons & Equipment**

| Ragman                 | Junior                 | Hoss                   | Cherry                 |
|------------------------|------------------------|------------------------|------------------------|
| Binoculars             | M18 Claymore Detonator | M18 Claymore Detonator | M18 Claymore Detonator |
| M18 Claymore Detonator | M18 Claymore Mine      | M18 Claymore Mine      | M18 Claymore Mine      |
| M18 Claymore Mine      | K-Bar Knife            | K-Bar Knife            | K-Bar Knife            |
| K-Bar Knife            | M1911 Pistol           | M1911 Pistol           | M1911 Pistol           |

**Recommended Weapons & Equipment (cont'd)**

| Ragman                 | Junior                     | Hoss                       | Cherry                     |
|------------------------|----------------------------|----------------------------|----------------------------|
| 12-Gauge Shotgun       | M14 Sniper Rifle           | M60 LMG                    | M16A1 Assault Rifle        |
| M3A1 "Grease Gun" SMG  | Mk18 Red Smoke Grenade     | Mk18 Red Smoke Grenade     | Mk18 Red Smoke Grenade     |
| Mk18 Red Smoke Grenade | Mk94 "Willie Pete" Grenade | Mk94 "Willie Pete" Grenade | Mk94 "Willie Pete" Grenade |
| Mk26 Frag Grenade      | Mk26 Frag Grenade          | Mk26 Frag Grenade          | Mk26 Frag Grenade          |
| Medical Field Dressing | —                          | —                          | —                          |

## PRIMARY OBJECTIVE: SURVIVE



Make sure Ragman, Hoss, Junior, and Cherry survive the attack on the Firebase.



## MISSION 3: TET OFFENSIVE

### PRIMARY OBJECTIVE 1: OUTER PERIMETER

*The Firebase is being attacked by a large force of Viet Cong Sappers. Defend the Outer Perimeter until a counter attack can be mounted.*



As soon as the mission starts, a massive wave of VC floods in from the west, outside the bunker.



Quickly switch to Junior and order Hoss to advance to the northern window.



Next, instruct Cherry to the window facing south and Ragman to the bunker entrance facing east.



Adjust the Advance cursor before confirming to ensure all team members are positioned looking out toward the incoming enemy.



Finally, mount the heavy machine gun on the western wall and enter aim mode.

The sappers charge at the bunker and detonate themselves at close range. The resulting explosions can be devastating to your team, so bring down enemies as soon as they appear on the horizon.



Most of the advancing VC appear from between the trees directly to the north. Concentrate your fire on this area but be sure to sweep left and right at regular intervals to scout for additional enemies.

### PRIMARY OBJECTIVE 2: FALL BACK

*The Viet Cong are using an old T-34 battle tank to attack the Firebase. You don't have the fire power to take on the tank. Fall back to the Colonel's position within the Inner Compound. Follow the burning barrels to guide you toward the Inner Compound.*



As soon as the tank appears to the west, switch to Ragman and order your squad to join your position.



At the end of the trench, make a right at the junction. Continue along into the clearing. Quickly cross the enclosure and enter the trench along the southern wall.



It's vital that you command your squad to fall in as soon as the tank appears. If it fires into the bunker or at the mounted gun, the resulting explosion almost certainly wipes out your entire team.



Speed is essential here. Dither too much and the T-34 tank penetrates the outer wall onto your position. Its gun turret is more than a match for your squad, so beware!



Exit the bunker to the east, terminating any VC troops as you move along the trench.



Sprint along the tunnel and out into the next area. Move along the path as quickly as possible as it bends east, avoiding the heavy gunfire and missile attacks.



As you move toward the inner compound, listen for the VC attack whistle. A small party of enemy soldiers arrives shortly after the sound, so when you hear it, ready your squad for conflict.

Pass into the remains of the oval trench ahead and take a right, eliminating the enemy guard in your path. Follow the route around until you reach a large gateway to the southeast. Polish off the VC that appear overhead and move on through.



## MISSION 3: TET OFFENSIVE

### New Bonus Objective B1: Paratroopers

*There are several paratroopers fighting in the outer compound areas. Assist them in fighting off the VC.*



Order your squad to fall in, then take cover behind the stone blocks close to the paratroopers.



Next, instruct Junior and Hoss to shield the paratroopers and begin taking down the VC who emerge from the tunnel to the southeast. Enemies also appear from the gateway to the northwest, so stay alert.

Keep shooting until the VC threat is quashed. Order your squad to fall in and follow the path to the northeast, making light work of the enemy ambush.



Aim your sights at the diesel barrels strewn across the environments to bring down large numbers of enemies at once and conserve ammo. Make sure your squad is far enough back to avoid the blast.



Continue along the path and move into the next trench. Wait inside the trench mouth at the next clearing and order your team to hold its position. Adopt a kneeling stance and annihilate any VC who approach.



When the route ahead is clear, take a left and follow the northeast track around until you reach the mess hall to the right. Grab the M3A1 "Grease Gun" SMG ammo and medical field dressing from the bunker to the left.



Proceed northeast into the clearing and eradicate the enemy threat. Climb the incline directly ahead and enter the trench marked "Inner Compound."



At the junction, make a left and follow the trench around until it passes back into the open. Stick to the path ahead as it bends to the west and obliterate any pesky VC who appear.



Inside the next covered trench, turn right, then move along and out onto the remains of the inner compound. Cross over the dirt track and go up the slope immediately ahead.

Approach the sergeant waiting by the watchtower and talk to him. The VC begin their assault on your current position, so take cover and fend them off.



## PRIMARY OBJECTIVE 3 : AIR SUPPORT

*Cobra Gunship "Super-six-one" is on station to help with the defense of the Firebase. Mark targets with yellow smoke.*



Once all these enemies have been defeated, a second ambush begins from the trenches leading into the inner compound. To stem the flow, mark the trench entrances to the northeast, southeast, southwest, and northwest by tossing yellow smoke grenades in their direction.



Duck down into the U-shaped bunker to your left with your back against the wall.

Face the open side of the bunker and order your men to fall in. This position provides excellent cover and enables you to safely eliminate any enemy troops who approach.



Circle the raised central mound and follow the objective marker on the radar to locate the four targets. When a target is marked, stand clear of the area and order your squad to fall in before the air strike commences.



The area around the watchtower contains a large stash of weapons and items. Try to grab these and assign them to the correct team member while the opportunity is available. Ammo starts to get very short in later levels. Don't forget to collect the yellow smoke grenades and medical field dressings while you're at it.



The VC continue their attack while you work to complete the objective. Standing and breaking cover actually makes this task easier, because you can move more swiftly around the compound. Stay alert to the enemy presence and eliminate anyone who gets in your path.

### PRIMARY OBJECTIVE 4: T-34 TANK

*The T-34 tank has reached the inner perimeter. Use the M72 LAWs on the tank's rear armor.*



When the tank appears, switch to Cherry. Take cover in one of the U-shaped bunkers and order your squad to fall in. Next, command them to hold their position so they remain out of sight.

Finish marking the trench entrances with yellow smoke and grab an M72 LAW from around the watchtower perimeter. Locate the tank and approach cautiously. The tank stops and rotates its gun turret if its crew spots you. Quickly take cover behind the watchtower, wait for the gun to shoot, then sprint over and fire the M72 LAW in its direction before it can move again.



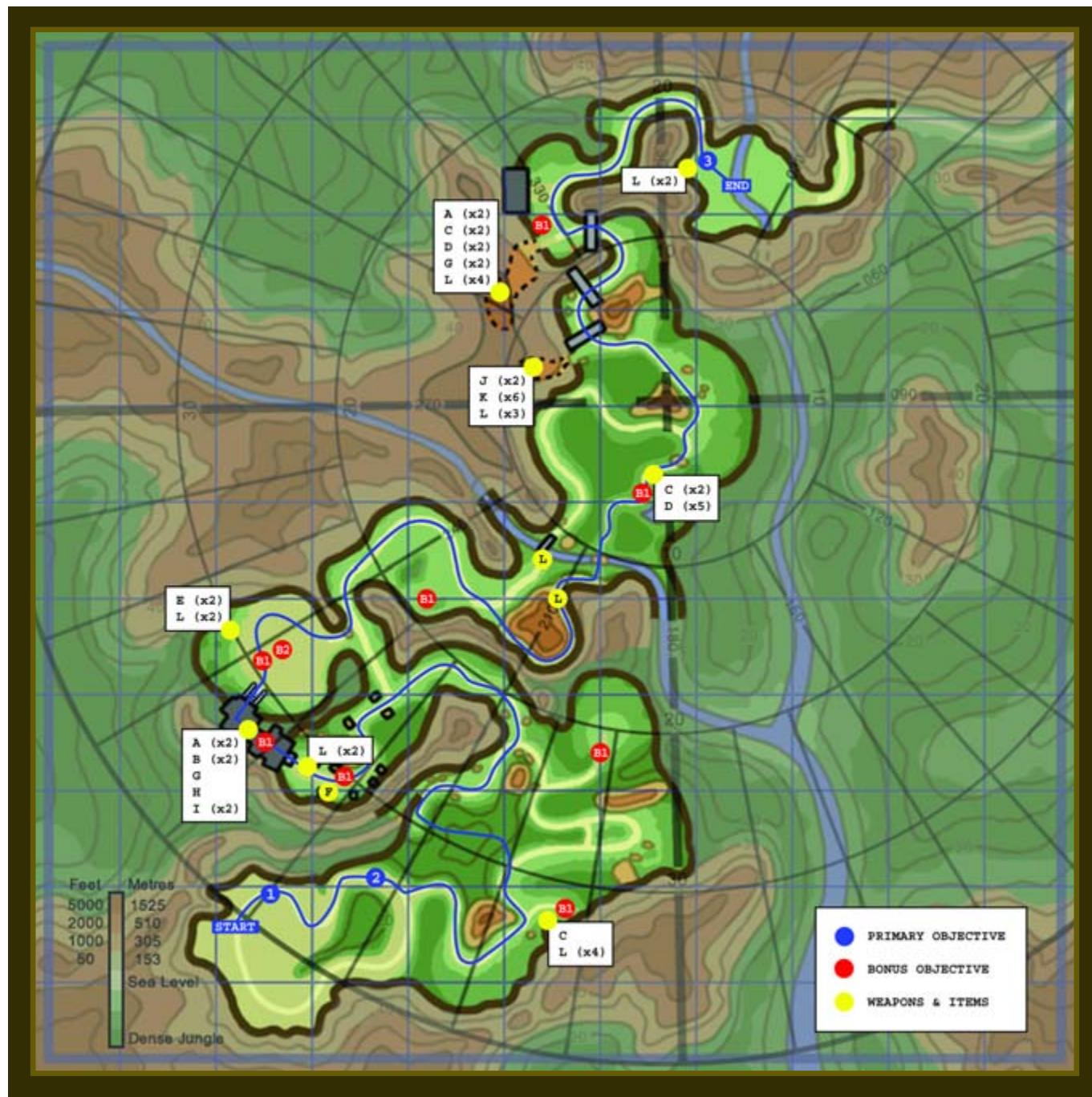
**TIP** Armored vehicles, such as the tank, are more susceptible to damage when targeted from the sides or rear. Exploit this weakness when tackling the T-34.



Repeat this process, collecting more ammo for the M72 LAW as required, until the tank is destroyed and the mission is complete.



## MISSION 4: BAD MOON



## MISSION 4: BAD MOON

Date: Feb. 1, 1968

# Mission Details

## Overview

During an air recon to locate and rendezvous with Lieutenant Jefferson and the rest of Bravo Platoon, a Viet Cong RPG blasts one of your squadron's Hueys out of the sky. After an emergency landing in VC territory, your own chopper is destroyed and your team must escape the LZ before the enemy can close in. While proceeding toward Bravo Platoon's position to offer reinforcement, locate and search the second crash site for survivors.

## Map Key

### Primary Objectives

- ① Escape
- ② Search & Destroy
- ③ Reinforce

### Bonus Objectives

- (B1) Dog Tags
- (B2) Huey

### Weapons & Equipment

- (A) 12-Gauge Shotgun Ammo
- (B) M14 Sniper Rifle Ammo
- (C) M16A1 Assault Rifle Ammo
- (D) M18 Claymore Mine
- (E) M1911 Silenced Pistol Ammo
- (F) M3A1 "Grease Gun" SMG Ammo
- (G) M60 LMG Ammo
- (H) M79 Grenade Launcher
- (I) M79 Grenade Launcher Ammo
- (J) RPG-2 Rocket Launcher
- (K) Mk18 Red Smoke Grenade
- (L) Medical Field Dressing

### Recommended Weapons & Equipment

| Ragman                 | Junior                 | Hoss                   | Cherry                 |
|------------------------|------------------------|------------------------|------------------------|
| Binoculars             | M18 Claymore Detonator | M18 Claymore Detonator | M18 Claymore Detonator |
| M18 Claymore Detonator | M18 Claymore Mine      | M18 Claymore Mine      | M18 Claymore Mine      |
| M18 Claymore Mine      | K-bar Knife            | K-bar Knife            | K-bar Knife            |
| K-bar Knife            | M1911 Silenced Pistol  | M1911 Pistol           | M1911 Silenced Pistol  |
| 12-Gauge Shotgun       | M14 Sniper Rifle       | M60 LMG                | M16A1 Assault Rifle    |
| M3A1 "Grease Gun" SMG  | Mk18 Red Smoke Grenade | Mk18 Red Smoke Grenade | Mk18 Red Smoke Grenade |

### Recommended Weapons & Equipment (cont'd)

| Ragman                     | Junior                     | Hoss                       | Cherry                     |
|----------------------------|----------------------------|----------------------------|----------------------------|
| Mk18 Red Smoke Grenade     | Mk94 "Willie Pete" Grenade | Mk94 "Willie Pete" Grenade | Mk94 "Willie Pete" Grenade |
| Mk94 "Willie Pete" Grenade | Mk26 Frag Grenade          | Mk26 Frag Grenade          | Mk26 Frag Grenade          |
| Mk26 Frag Grenade          | —                          | —                          | —                          |

## PRIMARY OBJECTIVE: SURVIVE



Make sure Ragman, Hoss, Junior and Cherry survive the ambush.



## PRIMARY OBJECTIVE ①: ESCAPE

The Viet Cong are closing in on the LZ. You must get your team away from the LZ, otherwise you will be overrun.

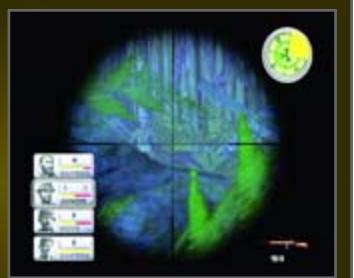




Immediately order your squad to join your position and start moving east, debilitating the VC troops as you travel. Stay prone and proceed with caution to avoid fire from the mounted gun directly ahead. Hang back until a team member takes out the gun with a well-tossed grenade.



There is a manned machine gun to the northwest along the left fork. Order your squad to hold its position and switch to Junior. Equip the M14 sniper rifle, enter aim mode, and slowly crawl around the rock until you have the gunner in your sights. Pick him off from your current position, remaining unscathed.



Once the path forward is clear, stand up and move quickly past the smoldering Huey to your right. Enter the bamboo thicket directly east and follow the pathway along until you reach the fork in the road.



Once the machine gun is out of action, concentrate your fire on the enemy troops that appear along the pathway ahead. When the coast is clear, take the right fork and approach the injured soldier on the ground. Talk to him and listen to his final words.

## PRIMARY OBJECTIVE 2 : SEARCH & DESTROY

*You are to conduct Search & Destroy operations in this area. Locate and defeat the enemy.*



Resume your travels east. Stick to the path as it winds around to the north, then seek cover behind a rock as you reach the fork ahead.



Gather the medical field dressings at your feet and pick up the dog tags as they appear. About-face and follow the track back to the fork. Take the path to the north and pause at the next split in the road. Follow it to the left and continue along the route.

## MISSION 4: BAD MOON



The roads throughout this environment are riddled with VC mines. Adopt a kneeling stance and proceed cautiously along the path, keeping an eye on the ground.

A team member calls out a warning as you approach a trap. Stop immediately and search out the glowing area on the ground, indicating a mine. Approach carefully and disarm it before continuing.



Disable the first trap a short distance along the current path. Continue along to the northeast and pause at the next fork. Disarm another booby trap at the center of the junction before proceeding.



Move along the right fork toward the southeast. At the next junction, take a left and run along until you spot the triggered spring trap on the left-hand side. Loot the soldier's body and collect the dog tags.



Turn around, take a right at the previous junction, and return to your squad. Proceed along the north-westerly path, adopting a kneeling stance and moving cautiously. To minimize the threat from VC mines, stick to the center of the pathway ahead.

Switch to Junior and equip the M14 sniper rifle. Lie prone and sneak along the pathway to the left, using the bushes as cover. When you have the machine gunner in your sights, pull the trigger and say adios.



As the route bends to the west, pause at the lantern on the right. Crawl slowly forward until a squad member calls the warning for a VC trap. Find the spring trap concealed in the bushes to the left and disarm it before proceeding.



Switch back to Ragman, then order your squad to hold its current position. They eliminate the approaching enemies while you carry out the next task.

Stay vigilant and disable the mine almost directly ahead. Continue along the track until you reach two statues flanking your route.





Switch to Junior, face right, and eliminate the enemy manning the machine gun close by.



Next, swap back to Ragman and proceed between the statues, traveling to the southwest.



Stick to the path as it winds along, eradicating any VC patrols you stumble across.



Approach the campfire ahead and talk to the wounded soldiers propped against the statue. After his last breath, collect his dog tags.



**Bonus Objective (B2): Huey**  
*Locate the other crashed Huey and search for survivors.*



Resume your journey west and grab the medical field dressing adjacent to the statue at the temple entrance.



Enter the building and swipe the dog tags from the corpse against the left-hand wall. Also be sure to stock up on the ammo strewn along the corridor.



Follow the passage around and out into the clearing. Terminate the VC nuisance and approach the Huey wreckage. Head clockwise around the crater until you reach the body of another U.S. soldier. Collect his dog tags before continuing.



Directly to the left of the corpse lies a VC spike trap. These cannot be disarmed, only avoided. Locate the grid-like pattern on the ground and stay clear as you pass.



## MISSION 4: BAD MOON



Sneak around the Huey toward the clearing exit, due east. Quickly finish off the machine gunner guarding the path before he has time to react.

When peace is restored, enter the rock fissure and follow it around. At the other end, before you step into the open, order your men to hold their position. Switch to Junior, equip the M14 sniper rifle, and drop to your knees.



Move out onto the track and turn left at the junction, traveling north. As the path widens, locate and disarm the three traps before winding to the east.



Sneak into the open and look left. Activate aim mode and quickly pick off the enemy snipers stationed on top of the rocks ahead.



Before you reach the burning torch, instruct your team to hold position and travel southwest up the incline. Collect the dog tags located between the two bushes directly ahead, return to your squad and order your team members to fall in.



When it is safe to proceed, switch back to Ragman and instruct your squad to fall in. Follow the path right, traveling down the incline and over the hot spring.

Pass the burning torch to the right and shoot down the nearby VC troops before they spring into action. Eliminate the machine gunner stationed in the rock fissure to the southeast, then dash to the large rocks ahead. Use them as cover and clear out the enemy patrols to the northeast.



Navigate the bamboo thicket until you spy a pool of water to the right. Collect the ammo surrounding the nearby corpse, then snatch his dog tags.

Proceed north with caution and toss a frag grenade toward the machine gunner as the campfire comes into view. Beyond the fire, take the right fork to the north.





The large bush to the left conceals another tripwire trap. Order your men to hold their position, then approach it cautiously. Disarm the trap to proceed.



Instruct your troop to fall in and follow the route along. Eliminate any VC who engage your party and proceed to the flaming barrel ahead. Enter the cave to the left and stock up on additional weapons and items.



Inside the cave, head toward the rear and drop into a hidden chamber that holds much-needed weapons and items. Distribute them appropriately across your squad and move back into the open.

Return to the flaming barrel and travel to the north. As the road bends around, take out the enemy at ground level, and be prepared to raise your sights while passing under the bridges ahead.



At the next fork, quickly duck into the cave mouth for cover. Strafe right as you pass the truck and mow down the machine gunner as you go.



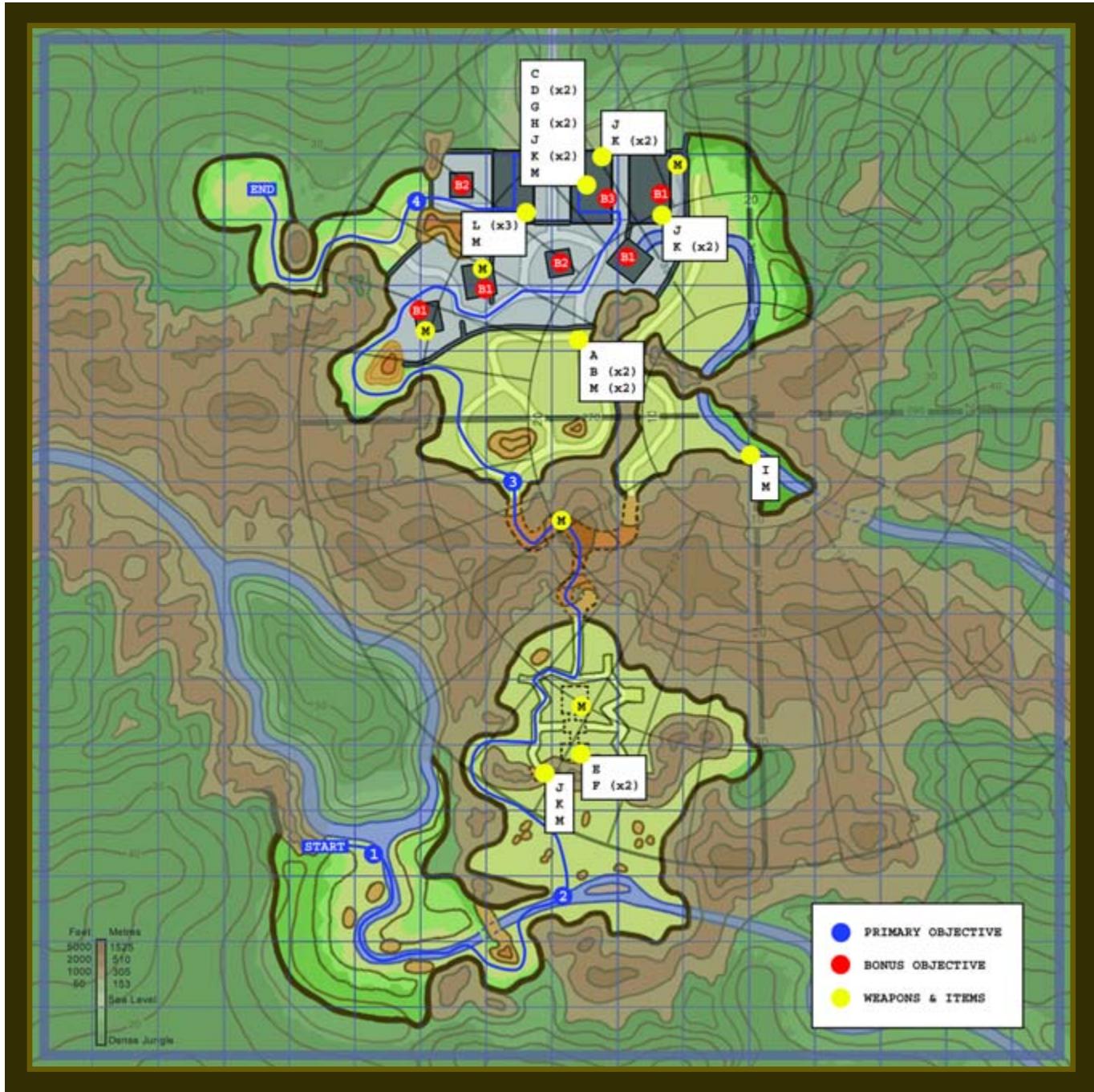
## PRIMARY OBJECTIVE 3: REINFORCE

*Lieutenant Jefferson and the rest of Bravo Platoon have been ambushed by a large force of Viet Cong north of the LZ. Locate the lieutenant and relieve his position.*



Follow the road into the clearing. Dispose of the VC ambush that ensues, using the rocks as cover. The lieutenant comes out of hiding and greets you to complete the mission.

# MISSION 5: HILL 933





Date: Feb. 2, 1968

# Mission Details

## Overview

While you're searching out the MedEvac to flee enemy territory, your group is ambushed and the lieutenant is slaughtered. Furthermore, a renegade Viet Cong RPG launcher demolishes the nearby bridge, preventing access to the radio the lieutenant was carrying. Proceed through the jungle, fighting off hordes of VC troops, and locate the MedEvac to the northeast.

## Map Key

**Primary Objectives**

- ① Escape
- ② Meat Grinder
- ③ Penetrate VC Base Camp
- ④ Locate Crash Site

**Bonus Objectives**

- (B1) Gather VC Intel
- (B2) Destroy AA Guns
- (B3) Scavenge

**Weapons & Equipment**

- (A) 12-Gauge Shotgun
- (B) 12-Gauge Shotgun Ammo
- (C) Degtyarev RPD LMG
- (D) Degtyarev RPD LMG Ammo
- (E) M79 Grenade Launcher
- (F) M79 Grenade Launcher Ammo
- (G) Mosin-Nagant Rifle
- (H) Mosin-Nagant Rifle Ammo
- (I) RPG-2 Rocket Launcher
- (J) Type-56 Assault Rifle
- (K) Type-56 Assault Rifle Ammo
- (L) Mk18 Red Smoke Grenade
- (M) Medical Field Dressing

**Recommended Weapons & Equipment****Recommended Weapons & Equipment (cont'd)**

| Ragman                     | Junior                     | Hoss                       | Cherry                     |
|----------------------------|----------------------------|----------------------------|----------------------------|
| 12-Gauge Shotgun           | M14 Sniper Rifle           | M60 LMG                    | M16A1 Assault Rifle        |
| M3A1 "Grease Gun" SMG      | Mk18 Red Smoke Grenade     | Mk18 Red Smoke Grenade     | M79 Grenade Launcher       |
| Mk18 Red Smoke Grenade     | Mk94 "Willie Pete" Grenade | Mk94 "Willie Pete" Grenade | Mk18 Red Smoke Grenade     |
| Mk94 "Willie Pete" Grenade | Mk26 Frag Grenade          | Mk26 Frag Grenade          | Mk94 "Willie Pete" Grenade |
| Mk26 Frag Grenade          | Medical Field Dressing     | Medical Field Dressing     | Mk26 Frag Grenade          |
| Medical Field Dressing     | —                          | —                          | Medical Field Dressing     |

**PRIMARY OBJECTIVE:  
SURVIVE**

*Make sure Ragman, Hoss, Junior and Cherry survive to fight another day.*



## MISSION 5: HILL 933

## **PRIMARY OBJECTIVE ①: ESCAPE**

***This sector is hot with VC activity. You have to escape this sector.***



The demolished bridge lies to the north but offers no route to safety. Quickly order your squad to fall in, then travel east and plunge into the stream.



Follow it to the south and around to the east. This area is teeming with VC troops, so move quickly and eliminate the enemy swiftly.



## **PRIMARY OBJECTIVE 2 : MEAT GRINDER**

*There are several Viet Cong positions on this hill. To reach the LZ Mike on the peak of the hill, you must somehow get past the VC positions.*



Immediately take cover behind the large boulder to the right of the stream, and order your squad to hold their position. Switch to Junior and equip the M14 sniper rifle. Adopt a kneeling stance and cautiously move around the rock to the left. Use the foliage as cover and eliminate the VC patrolling the northern bank.



When the coast is clear, switch to aim mode, zoom in, and search out the machine gunner stationed in the bunker directly to the north. Bring him down, then shift counter-clockwise around the large boulder.



Two more machine gunners are in bunkers to the north and northeast. Eliminate them, using the sniper rifle, before proceeding.



Switch to Hoss, equip the M60 LMG, and order the team to fall in. Quickly sprint up the northern bank and take a left at the rock face. Travel west and pass into the gully you encounter ahead, following it around to the east. VC troops continue to spill into your path as you navigate the gully.



Return to the covered corridor and head west, back to the junction. Follow the trench north and take a right as the route forks. Proceed along the path and turn into the trench to the left. Continue onward into the caverns, then travel along the tunnel to the north.



**TIP** If ammo supplies are getting low, try conserving them by switching to a single-shot weapon or ordering your squad to hold fire. Take the lead and equip Ragman's M3A1 "Grease Gun" SMG or Hoss's M60 LMG to terminate the enemy threat quickly. Remember, if you're in dire straits, the enemy routinely drops MAT-49 SMGs. Equip one to remain protected.



At the end of the gully, drop into the trench to the northeast. Head south and enter the bunker. Switch to Ragman and grab the Type-56 assault rifle in the northeast corner of the room. Equip it immediately.



Grab the medical field dressing from the torch-lit crate. Next, switch to Junior and order your squad to hold position. They take care of enemies entering the tunnels from the east while you penetrate the base using stealth.



## PRIMARY OBJECTIVE 3: PENETRATE VC BASE CAMP

**LZ Mike** is to the north of the Viet Cong camp. Find a way through the camp to progress north to the LZ. **Tactical hint:** If a perimeter guard spots one of your boys, he will try to raise the alarm and alert the camp.



Back outside, travel north to the junction and take a right. Under the covered area, turn into the room on the left and swipe the medical field dressings on the table to the southeast.



Equip the M1911 silenced pistol and move slowly along the passage leading west. Shoot out the lanterns lining the tunnel walls to the left for additional cover.

## MISSION 5: HILL 933



Follow the corridor until the tunnel mouth appears in view to the north. Immediately move in close to the wall on the right and wait for the VC patrol to pass by outside. As he does, slowly advance toward the exit, crossing over to the right-hand wall.



It's vital that you eliminate the VC troops in this area quickly and silently. If you're spotted, enemies make a run for the camp to alert everyone to your presence. If this happens, you have a much tougher fight on your hands.



Travel cautiously along the path, over the body. Move in close to the large rock on the right and sneak forward until the tree stump blocks the route ahead. Face northeast and bring down the guard patrolling in the distance.



Peer around the corner to the northwest on reaching the tunnel mouth, and wait for the guard to resume his travels behind the large rock ahead.

Next, return to the tunnel mouth, lie prone and crawl along the path leading northeast. Still keeping down, take the first path off to the left and continue along, moving north. Peer over the ridge ahead, overlooking the area below.



As the Viet Cong guard moves into view in the distance, pick him off with another headshot before he can reach the alarm on the camp wall. When the route ahead is clear, order your squad to fall in. Switch to Ragman and travel northwest, following the pathway moving toward the camp entrance.



In preparation for the assault on the VC base, distribute medical field dressings to your squad. Ragman is used heavily in this assault, so equip him with several extra medical field dressings, as the enemy targets him more frequently.



Face the exit again and wait for the VC patrol to pass by once more. As he does, sneak out into the open and silently neutralize him with a headshot as he pauses to the northwest.

Cautiously approach the ledge at the end of the route and disarm the tripwire spanning the route ahead. Drop off the ledge down into the camp.



### New Bonus Objective (B1): Gather VC Intel

Search the camp for any Viet Cong intelligence papers.

Head north, sticking close to the building on the right-hand side. Swing to the east and climb the steps up into the hut. Turn left and swipe the medical field dressing and the first batch of VC intel from the northeast corner of the room.


**TIP**

While you're in buildings, prevent attacks from outside by firing at the window shutters along the walls. Shotgun blasts or similar bring the shutters down and shield your team.



Back outside, wander into the building directly to the east. Quickly take out the radioman facing the eastern wall, then bring down the shutters to your right. Approach the table to the east and collect the medical field dressing and second stash of VC intel.



Leave the hut and turn left, traveling around the building to the east. Stick close to the wall on your right and order your squad to hold position as you approach the fence ahead.

### New Bonus Objective (B2): Destroy AA Guns

The Viet Cong have two Russian-made ZSU-4 AA guns deployed within the camp. Destroy them to stop Charlie from shooting down any more U.S. aircraft.

Adopt a kneeling stance and move cautiously toward the fence. Quickly eliminate any VC soldiers who appear to the east and west, and proceed uninterrupted.



When the threat is minimized, peek out from behind the fence. Exterminate the enemy manning the AA gun to the east, then run in before another can take his place. Lob an Mk26 frag grenade at the gun to blast it to pieces.



One of your squad members may take out the AA gunner during conflict. If you notice the gunfire subside, make the most of the opportunity and immediately send a grenade its way.



Cross the clearing, taking the track leading around to the east. Navigate the central mound, destroying any wayward VC, and enter the first building you reach to the northeast.

## MISSION 5: HILL 933

Inside, move toward the crates stacked in the northwest corner of the room and grab the VC intel on the ground to the right.



Leave the hut, turn right, and travel along until you rejoin the dirt track heading north. Continue along to the end of the track and step inside the building to the right.



Walk to the end of the corridor, nip through the doorway on the right, and swipe the last piece of VC intel from the table in the southeast corner of the room. Order Hoss to take the Type-56 assault rifle and ammo.

Back outside, move south along the track and enter the building to the right. The VC presence is extremely concentrated here, so prepare for battle.



If you're struggling to deal with the enemy in such close confines, equip Ragman's 12-gauge shotgun, head outside, and station your squad on either side of the building entrance. Simply blow a hole in each enemy soldier as they leave the hut in search of your team. When peace is restored, re-enter the building.



### Bonus Objective B3 : Scavenge

*This camp will have an armory and store. Find it and acquire some badly needed weapons and supplies.*



Follow the corridor around to the north and pass through the first door on the right.

Take the medical field dressing from the table to the left and switch to Ragman, if necessary. Snatch the Type-56 assault rifle and ammo from the table against the eastern wall, then switch to Hoss. Claim the Degtyarev RPD LMG and ammo from the shelf to the south, then swap back to Ragman.



Leave the room, continue north, and take the next door to the right. Order Cherry to pick up the Type-56 assault rifle and ammo from the southern table, then head west into the courtyard.



Switch to Ragman and enter the building opposite. Make a left and exit the next room via the doorway to the south. Collect the medical field dressing and red smoke grenades near the crates, then travel west.



Proceed west along the pathway, but stop short at the rock corner to the left as it bends around to the southwest. Order your team to hold position.

Before you open the door, order your men to hold their position and equip the Mk26 frag grenades. Spring through the door and immediately sling a grenade at the AA gun located outside.



When it's history, instruct your team to fall in and continue west past the smoldering wreckage of the gun. Leave the compound through the doorway ahead.



Adopt a kneeling stance and keep close to the rock face on your right. As you sneak around the corner, swiftly eliminate the enemy before any of them have a chance to take aim.

## PRIMARY OBJECTIVE 4 : LOCATE CRASH SITE

*The MedEvac Huey has been shot down by Viet Cong AA positions. Assemble the squad at the crash site and check for survivors.*



When the route ahead is safe, instruct your troop to fall in and continue along the track to the north. Approach the downed MedEvac Huey a little farther along to complete the mission.

# MISSION 6: INTO THE FIRE





Date: Feb. 2, 1968

# Mission Details

## Overview

While searching the remains of the downed MedEvac, your squad finally unearths a radio. The broadcast warns of an imminent napalm strike on the nearby VC base. Escape the area and proceed north into the temple to avoid the massive Viet Cong presence in the area. There must be a way out of this mess....

## Map Key

### Primary Objectives

- ① Napalm Strike
- ② Escape
- ③ PBR

### Bonus Objectives

- (B1) Mines
- (B2) VC Intel

### Weapons & Equipment

- (A) Degtyarev RPD LMG
- (B) Degtyarev RPD LMG Ammo
- (C) Makarov Pistol
- (D) Makarov Pistol Ammo
- (E) RPG-2 Rocket Launcher
- (F) Type-56 Assault Rifle
- (G) Type-56 Assault Rifle Ammo
- (H) Mk18 Red Smoke Grenade
- (I) Stick Grenade
- (J) Medical Field Dressing

## Recommended Weapons & Equipment

| Ragman                 | Junior                     | Hoss                       | Cherry                 |
|------------------------|----------------------------|----------------------------|------------------------|
| Binoculars             | M18 Claymore Detonator     | M18 Claymore Detonator     | M18 Claymore Detonator |
| M18 Claymore Detonator | M18 Claymore Mine          | M18 Claymore Mine          | M18 Claymore Mine      |
| M18 Claymore Mine      | K-bar Knife                | K-bar Knife                | K-bar Knife            |
| K-bar Knife            | M1911 Silenced Pistol      | M1911 Pistol               | M1911 Silenced Pistol  |
| 12-gauge Shotgun       | M14 Sniper Rifle           | Degtyarev RPD LMG          | Type-56 Assault Rifle  |
| Type-56 Assault Rifle  | Mk18 Red Smoke Grenade     | Mk18 Red Smoke Grenade     | M79 Grenade Launcher   |
| Mk18 Red Smoke Grenade | Mk94 "Willie Pete" Grenade | Mk94 "Willie Pete" Grenade | Mk18 Red Smoke Grenade |

## Recommended Weapons & Equipment (cont'd)

| Ragman                     | Junior                 | Hoss                   | Cherry                     |
|----------------------------|------------------------|------------------------|----------------------------|
| Mk94 "Willie Pete" Grenade | Mk26 Frag Grenade      | Stick Grenade          | Mk94 "Willie Pete" Grenade |
| Stick Grenade              | Medical Field Dressing | Mk26 Frag Grenade      | Mk26 Frag Grenade          |
| Medical Field Dressing     | —                      | Medical Field Dressing | Medical Field Dressing     |

## PRIMARY OBJECTIVE: SURVIVE



Make sure Ragman, Hoss, Junior and Cherry survive to fight again.



## PRIMARY OBJECTIVE ①: NAPALM STRIKE

Escape the camp before the F4-Phantom strike wing hits the camp with Napalm.



## MISSION 6: INTO THE FIRE



Order your squad to join you and immediately begin running along the path due southeast. Stick to the path as it winds back toward the Viet Cong base and show no mercy to enemy troops who get in your way.

### PRIMARY OBJECTIVE ②: ESCAPE

*This sector is hot with VC activity. You have to escape this sector.*



Switch to Junior, equip the sniper rifle, and take the path to the northeast. Three waves of VC are positioned along the route. As they appear in view, adopt a kneeling stance and use nearby rocks or foliage as cover. Eliminate the enemy and proceed with caution.



The road slowly moves around to the west, revealing a large number of Viet Cong stationed behind rocks in the center of the path. Before engaging them, terminate the sniper positioned high up on the rock ledge to the right.



Travel along the dirt track to the southeast and follow it past the remains of the AA gun from earlier. Obliterate any VC troops who survived the first air strike.



Maintain your position and massacre the enemy threat ahead. When safety is restored, slowly move along the path and locate the booby trap mine. Disarm it, then order your squad to fall in.



As the road bends to the north, keep to it and pass between the buildings ahead. Leave the base via the gateway at the end of the track.



Continue west, following the road along until you approach the bunker due east. Swiftly remove the VC manning the machine gun inside.

Quickly dash inside the bunker and hold your position. Ammo allowing, use the sniper rifle to bring down as many enemy soldiers situated on the bridge to the north as possible.



While your squad engages the Viet Cong, crouch down and cautiously exit the bunker. Approach the wall of sandbags directly ahead and quickly toss an Mk26 frag grenade toward the center of the bridge, watching out for enemy fire. Although risky, this can eliminate significant numbers of VC while conserving ammo.



### New Bonus Objective B1 : Mines

*The Viet Cong have mined the bridge. Defuse the mines and continue north.*

Instruct your team to join your position and cross the bridge, annihilating any enemy stragglers on the far side. Assuming no grenade detonated any of the VC booby traps, three mines are situated along the middle of the bridge. Proceed cautiously and disarm them as you move north.



If you're running low on ammo, this is a good place to scavenge weapons from the large number of enemy corpses littering the bridge. MAT-49 SMGs are particularly useful, being the Viet Cong gun of choice in this region. Downed VC frequently drop additional ammo for the weapon as you proceed.



Enter the tunnel ahead and take advantage of the Type-56 assault rifle and ammo if required.

Back outside, follow the dirt track east and prepare to engage the enemy around the next corner. Sneak over and drop prone before aiming your sights on the swarm of VC ahead.



## MISSION 6: INTO THE FIRE



One of your opponents is armed with an RPG-2 rocket launcher. Take him out before he has chance to launch a devastating attack on your party.



When the gunfire subsides, resume your journey north. Follow the path as it bends to the west and finally northeast into the ruins.



Take a right and head east through the ruins, obliterating any enemy soldiers who appear.

Move along the corridor into the next area. Leave via the southern exit and collect the weapons and ammo around the corner of the building to the left. Once your squad is restocked, return to the previous chamber and leave via the exit to the north.



Head right and enter the structure to the northeast.



### Bonus Objective B2: VC Intel

*Any Viet Cong papers you encounter may contain valuable intelligence, so grab them!*



Immediately dispose of the lone VC patrol and move north along the corridor. Swipe the VC intel and Mk18 red smoke grenades from the crate situated in the corner.



Turn around and pocket the VC intel and three stick grenades from the table to the south, killing any enemies who approach from the east.

## PRIMARY OBJECTIVE ③: PBR

**Your only chance of escaping the Viet Cong is to reach the river and attempt to flag down the passing PBR River Boat. Find a way down the river and signal the PBR River Boat.**





Take a left and move into the clearing. Trek along the route to the northeast and pass beneath the archway. Stay with the path as it winds through the jungle.



Immediately bring down the VC in the path ahead, then aim your sights on the enemy troops approaching from the southeast and southwest. Take cover behind the large boulder ahead if you need to move in closer.



There's a booby trap along the left-hand side of the path as you round the first corner. Although it can be avoided by sticking to the right-hand wall, there's no guarantee your men do the same. Approach it carefully and disarm it before any nasty accidents can happen.



As the route begins moving east, there's a second trap in your path, hidden in the foliage to the left. Disarm it before proceeding.



Snipers are on the rock ledge directly to the south. Attempt to bring them down as soon as they're in range to reduce casualties.



Once the Viet Cong presence has been removed, scout out the clearing for additional weapons and ammunition. This is the last opportunity you have to stock up before tackling the final obstacles ahead.

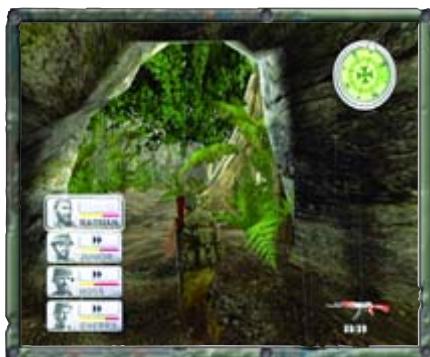


If Junior still has ammo left in his sniper rifle, switch over and equip the weapon. Order your squad to follow and slowly creep around the corner to the south.



At the sheer rock face to the east, take a right and begin ascending the incline around to the west. At the end of the ledge, turn left and follow the gully leading southeast.

## MISSION 6: INTO THE FIRE



As the path forks to the south, take the southern route to avoid the booby traps positioned to the east.

Follow the track as it moves west, then halt at the mouth of the clearing to the south. Go into the kneeling stance and slowly crawl around the corner to the left. Use the foliage as cover and switch to Junior when the bunkers come into view.



As you pass alongside the vegetation to the right, stick close to the boulder and enter aim mode. Terminate the VC machine gunners manning the two bunkers to the south, then swing southwest and take out the last.



Immediately switch to Ragman, order your squad to join your position and move down the southern path toward the bunkers. Obliterate the enemy threat in the clearing swiftly, before any VC troops can station themselves at a machine gun again.



Command your men to hold their position, equip the sniper rifle and drop prone. A large boulder is positioned to the right of the southern path. Sneak over and take cover behind it.



Follow the path between the bunkers to the south and enter the gully. Terminate the Viet Cong presence and follow the route as it bends east.



When you're out of enemy view, slowly begin creeping round the boulder to the right. You encounter three more booby traps as you travel. Defuse the first two mines, then deal with the trip wire before continuing.



Disarm the tripwire before the final right turn, then proceed to the waterfront and flag down the PBR to complete the mission.

## MISSION 7: CHARLIE'S POINT



## MISSION 7: CHARLIE'S POINT

Date: Feb. 3, 1968

### Mission Details

#### Overview

Having successfully flagged down the passing PBR, your squad and the chief are on course to reach safety farther down the river. But first there's the small matter of Charlie's Point, which lies ahead. If you want to get through this major hot spot of Viet Cong activity alive, mount the machine guns and kick some serious VC butt.

### Map Key

#### Primary Objectives

- ① Engine Trouble
- ② Canal Gate

#### Bonus Objectives

- (B1) Civilians
- (B2) Convoy
- (B3) Arms Caches

#### Recommended Weapons & Equipment

| Ragman | Junior | Hoss | Cherry |
|--------|--------|------|--------|
| None   | None   | None | None   |

### PRIMARY OBJECTIVE: SURVIVE

*Make sure the squad and the Chief survive the trip down river.*



This mission takes place entirely on the water, so your path ahead is dictated by the flow of the river. The PBR can be steered left or right as required but, for the most part, your squad is occupied with eliminating the Viet Cong threat as you travel.



Each team member is stationed at a mounted gun on the PBR. Switching between them provides greater scope for destroying VC outside the range of Ragman's default weapon at the front of the boat.



Doc is situated at the rear of the vessel; Junior and Hoss are placed at the left and right respectively. The majority of targets come from ahead, so Ragman's position is the most useful during the course of the mission.



Begin by entering aim mode for greater accuracy when firing. Terminate the VC troops on the riverbank as the PBR begins its journey.



Enemy boats are packed with explosives and detonate when struck. Destroy them as they sail into your path to avoid taking heavy damage.



**Bonus Objective B1: Civilians**

*Be careful not to kill any Vietnamese civilians.*

Civilians populate the riverside environments alongside enemy soldiers. Choose your targets carefully and avoid any civilian casualties as you proceed through the waters.



**TIP**  
The VC have laid down mines along the riverbed. Keep your eyes peeled when charting the route ahead and shoot them into oblivion as they rise to the surface in the distance. Aim mode is the only effective means of achieving this.



Turn your sights to the right and engage the VC positions until the area is safe.

**PRIMARY OBJECTIVE 1: ENGINE TROUBLE**

*The PBR engine has failed. Cover the Chief while he attempts to fix the engine.*



As you close in on the second cluster of waterfront shacks, engine failure brings the PBR to a halt. Concentrate your attack on the VC vessel that approaches. Eradicate the crew and maintain fire until the target explodes.

**New Bonus Objective B2: Convoy**

*The Viet Cong have several convoys in the area. Destroy them.*

Deeper into the jungle, the first VC convoy passes along the upper bank ahead.

Immediately open fire on the Jeep at the front of the convoy to bring it to a standstill. Next, target the two following trucks until they explode. Be quick—the time to complete this task is extremely short.



If Ragman moves out of range, switch to Junior on the left-hand side of the boat to finish off the convoy.



## MISSION 6: INTO THE FIRE

### PRIMARY OBJECTIVE ②: CANAL GATE

*Break through the canal gate and pass the Viet Cong defenses.*



When the PBR approaches the canal gate, pick off the VC stationed above.



Next, concentrate your fire on the enemy vessel ahead. Destroy it quickly to avoid collision and potential damage to the PBR.



The canal is heavily populated by machine gunners secured in bunkers on the banks. Destroy these before slaughtering foot soldiers.

As the canal winds around, the PBR passes under another bridge. Immediately look to the southeast and begin decimating the second convoy as it travels over the bridge ahead.



If anything, this convoy is faster than the first. Once again, take out the leading Jeep to bring the procession to a halt, then aim toward the trucks. As the PBR disappears under the bridge, quickly switch to Hoss on the right or Doc at the rear to finish them off.



The next bridge overlooks a mass of enemy mines in the water. Switch to Ragman and enter aim mode before detonating them from a distance as quickly as possible.

#### New Bonus Objective B3 : Arms Caches

*There are several Viet Cong arms caches on the riverbank ready for transportation. Destroy them.*



The PBR comes to a standstill in the next clearing. As your vessel begins moving when the enemy threat has been exterminated, seek out the VC caches first. Fire at the cache directly southwest until it explodes.



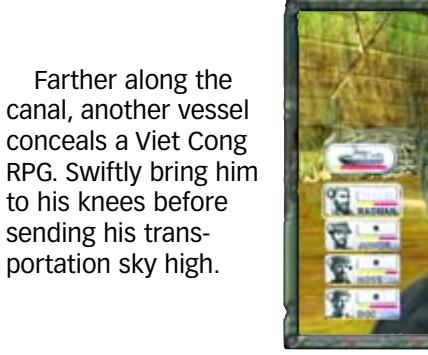
Next, destroy the cache up the bank to the north.



There are two loaded enemy vessels ahead as the PBR rounds the corner to the northwest. Open fire on them immediately.



Finally, switch to Doc and demolish the cache to the southeast, under the bridge.



Farther along the canal, another vessel conceals a Viet Cong RPG. Swiftly bring him to his knees before sending his transportation sky high.

Swap back to Ragman and turn your attention to the surrounding Viet Cong troops. The machine gunner to the south and the patrol to the west are a particular threat so destroy them swiftly.



The final stretch of water lies to the east. As you approach the second canal gate, three Viet Cong boats appear and your PBR comes to a stop. Quickly wipe out the crew on each and detonate the vessels to clear the path ahead. Next concentrate your fire on the patrols guarding the bridge above.

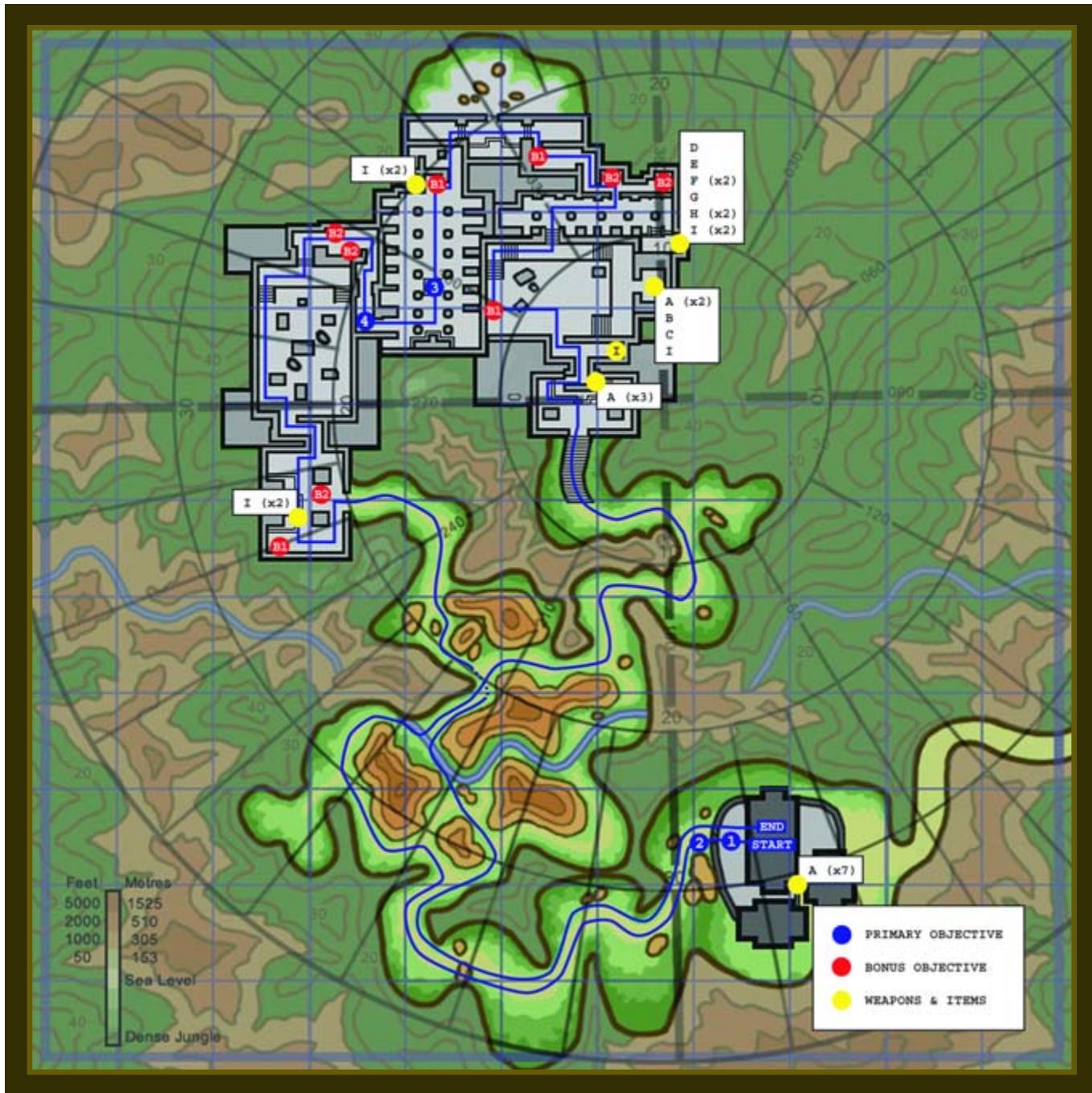


Lock the armored tank in your sights as it trundles down the northern bank, then pump it full of lead until it explodes. The PBR resumes its travels along the river.



As the PBR passes under the canal gate ahead toward safety, the mission is complete.

## MISSION 8: THE SACRED STATUE





Date: Feb. 4, 1968

# Mission Details

## Overview

After the sudden demise of the Chief, friendly Vietnamese forces capture your squad. The village headman requires your military expertise in returning a sacred statue stolen by the Viet Cong. The VC are in a makeshift hideout in the temple to the north. Seek out the statue and release the hostages in exchange for a U.S. radio pack and your freedom.

## Map Key

**Primary Objectives**

- ① Jungle
- ② Protect
- ③ Statue
- ④ Return

**Bonus Objectives**

- (B1) Ammo Dumps
- (B2) Rescue

**Weapons & Equipment**

- (A) Crossbow Ammo
- (B) PPSh-41 SMG
- (C) PPSh-41 SMG Ammo
- (D) RPG-2 Rocket Launcher
- (E) Simonov SKS Self-Loading Rifle
- (F) Simonov SKS Self-Loading Rifle Ammo
- (G) Type-56 Assault Rifle
- (H) Type-56 Assault Rifle Ammo
- (I) Medical Field Dressing

**Recommended Weapons & Equipment**

| Ragman                   | Junior                     | Hoss                       | Cherry                     |
|--------------------------|----------------------------|----------------------------|----------------------------|
| Binoculars               | M18 Claymore Detonator     | M18 Claymore Detonator     | M18 Claymore Detonator     |
| M18 Claymore Detonator   | M18 Claymore Mine          | M18 Claymore Mine          | M18 Claymore Mine          |
| M18 Claymore Mine        | K-Bar Knife                | K-Bar Knife                | K-Bar Knife                |
| K-Bar Knife              | M1911 Pistol               | M1911 Pistol               | M1911 Pistol               |
| 12-Gauge Shotgun         | M14 Sniper Rifle           | M60 LMG                    | CAR-15 SMG                 |
| M3A1 "Grease Gun" SMG    | Mk18 Green Smoke Grenade   | Mk18 Green Smoke Grenade   | Mk18 Green Smoke Grenade   |
| Mk18 Green Smoke Grenade | Mk94 "Willie Pete" Grenade | Mk94 "Willie Pete" Grenade | Mk94 "Willie Pete" Grenade |

**Recommended Weapons & Equipment (cont'd)**

| Ragman                     | Junior                 | Hoss                   | Cherry                 |
|----------------------------|------------------------|------------------------|------------------------|
| Mk94 "Willie Pete" Grenade | Mk26 Frag Grenade      | Mk26 Frag Grenade      | Mk26 Frag Grenade      |
| Mk26 Frag Grenade          | Medical Field Dressing | Medical Field Dressing | Medical Field Dressing |
| Medical Field Dressing     | —                      | —                      | —                      |

## PRIMARY OBJECTIVE: SURVIVE



*Make Junior, Ragman, Hoss and Doc survive to fight again.*



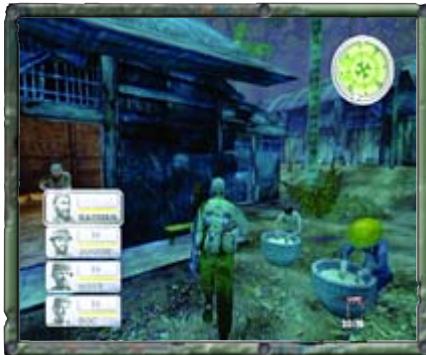
## MISSION 8: THE SACRED STATUE

## **PRIMARY OBJECTIVE 1: JUNGLE**

*The Headman's daughter, H'Dione, will guide you through the jungle, to the temple. Go talk to her.*



Good news! Your weapon supply has been restocked. Instruct your squad to follow and leave the room through the doorway to the south. Exit the hut to the west.



village gates. She will be your guide through the jungle to the temple.

## **PRIMARY OBJECTIVE ②: PROTECT**

*H'Dione, the Headman's daughter, will lead you to the temple entrance. Protect her at all costs.*



Stick close to H'Dione and wind through the undergrowth as quickly as possible.



If you stray too far from your guide, she stops and waits for you. Look for the white objective marker on your radar, then catch up with H'Dione to proceed through the jungle.



H'Dione comes to a halt in front of a Viet Cong booby trap. Slowly move to the southwest and disconnect the tripwire to continue.



To the west, footprints in the mud indicate VC troops in the vicinity. Stay armed and vigilant from this point on. Your guide pauses farther along the track to avoid detection by the enemy. Order your men to hold their position and instruct Doc to shield H'Dione.



The next area is thick with VC patrols. Equip the K-bar knife and move as slowly as possible through the area. If you're spotted, the resulting enemy ambush causes H'Dione to panic and flee directly into danger. To ensure she comes to no harm, use only stealth kills.



Proceed northeast and immediately take a left up the incline to the northwest. Sneak up behind the guard and slit his throat.

Take another left and follow the dirt track all the way around until it bends back to the northeast. Avoid the spike trap situated midway along the path. Approach the next guard, stationed up the incline, from behind. Again, slash his throat to move on.



Slowly walk along the stream to the right, keeping to the bushes.



Face the incline to the northeast on the opposite bank. Equip the crossbow, wait for the guard to appear in view, and take him down with a headshot.



Move slowly to the east, along the stream, until you have a line of sight between the rocks ahead. Wait for the patrol to return to his position and use the crossbow again for a silent kill.

Cautiously move over to his body, using the rocks as cover, and face the path to the southeast. As soon as the guard's head appears over the brow of the hill, fire an arrow in his direction. The area is now clear for H'Dione to proceed.



H'Dione automatically proceeds along the path once the coast is clear, but at a very slow pace. To speed things up, find her again. As you approach, she breaks into a run, leading you toward the next destination.

## MISSION 8: THE SACRED STATUE



Backtrack west along the stream and climb the incline to the northeast. Order your squad to join you and rendezvous with H'Dione at the brow of the hill.

### New Bonus Objective B1 : Ammo Dumps

*The VC are using this area as a staging post to attack further down into South Vietnam. Disrupt these attacks by destroying any ammo dumps you find.*



To make the route ahead safe, run northeast and eradicate the enemy presence. As H'Dione resumes her journey, catch up and follow along to the east.

Adopt a kneeling stance and move cautiously inside the gates. A large wave of Viet Cong appears from inside the temple. Open fire and bring them down swiftly.



When she comes to a standstill again, head north and terminate the VC troops patrolling the road ahead.

When peace is restored, move north up the steps and follow the ledge around the building to the left. Go through the main entrance that lies to the right.



H'Dione runs to the northeast when the route is clear. Stay close and keep to the track as it winds to the north and around to the west. Climb the temple steps and talk to H'Dione. Once the temple gates are unlocked, she returns to the village.



Quickly decimate the enemy troops inside and move up the first passage to the left. At the junction, collect the medical field dressing to the east, then head west and drop down the steps into the open.





Pick off any VC guarding the area and immediately approach the southwest corner.

The first ammo dump lies against the west wall, close to the southwest corner. Stand clear then let rip with your weapon to blast it to smithereens.



Make a right and climb the steps ahead. Follow them round and proceed along the upper level until you reach the torch-lit passage moving north.



Follow it along into the next room and travel east. Quickly dispose of any VC troops who storm the area.



**Bonus Objective B2: Rescue**  
*The Headman mentioned that the VC took five prisoners with them. If you find them within the temple, liberate them.*

Move to the eastern end of the chamber and restock your supplies in the room to the south. Next, return to the previous area and take the passage leading north. Turn right in the next corridor and approach the prisoner on the ground to the northeast. Set him free.



Turn around and move west along the corridor. Explore the alcove off to the north to locate and free the second prisoner.

Return to the main corridor and continue west. Take a right at the end and follow it around to the north. Head back into the open by ducking through the crack in the wall to the west.



## MISSION 8: THE SACRED STATUE



The second ammo dump lies directly to the west. Demolish it with some heavy gunfire.



Enter the main temple chamber that lies to the south, then deal with the Viet Cong presence.



Travel north into the next chamber and descend the steps to the west. Engage the Viet Cong soldiers and proceed when they are no more.

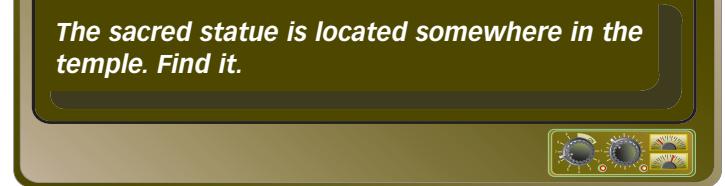


All enemy soldiers appear on the lower level to the south. You already have the advantage from this position; for even more protection, take cover behind the balcony directly ahead.

### PRIMARY OBJECTIVE ③: STATUE



Cross the area and climb the steps to the west. Inside the next room, pass through the crumbling wall and enter the passage to the southeast.



Continue as it turns to the east, then dive into the alcove on the right. Demolish the third ammo dump in the usual manner.



When the last enemy falls, descend the steps and approach the plinth in the center of the chamber to the south. Pocket the sacred statue and leave the area via the doorway to the southwest.



## PRIMARY OBJECTIVE 4: RETURN

**Take the statue back to the Headman in the village. In return he will give you the PRC-25 radio pack.**



Follow the passage around to the north and enter the corridor to the west at the end. Two more prisoners are to the north and south of this area. Free them and continue west, extinguishing the approaching Viet Cong.



Enter the opening due southwest and pass along the corridor as it bends to the south.



Travel south and back out into the open air. Annihilate the enemy threat below, using the corners of the balcony as cover.



Demolish the forth and final ammo dump when you reach it.



Descend the steps to the left or right and move through the clearing toward the southern wall.



Next, follow the perimeter wall to the east and around to the north. The temple entrance lies to the right, flanked by torchlight. Toward the northwest, at the foot of the stone statue ahead, lies the fifth and final prisoner. Free him, then leave the temple to the east.

## MISSION 8: THE SACRED STATUE



Follow the track along to the southeast, back toward the village. You periodically encounter VC troops on the return journey; dispose of them swiftly.



Eventually, the path turns south. Stay close to the left-hand wall as it winds southwest to avoid straying from the route.



The jungle can be confusing to navigate, especially without H'Dione's assistance. Keep your eye on the radar's objective marker as you penetrate deeper into the trees to avoid getting lost.



The home stretch slowly bends east, back toward the village. Engage the few remaining enemy soldiers and maintain your direction.



At the fork, move south and descend the incline until you reach the stream.

When you arrive at the village, enter the main gates and proceed into the shack directly ahead. Inside, return to the headman's chamber and talk to him to complete the mission.



Head left and stick to the water as it moves southeast. Join the path to the right, just before the large tree, and continue in a southeasterly direction over dry land.



# MISSION 9: 1ST AIR CAV



## MISSION 9: 1ST AIR CAV

Date: Feb. 5, 1968

# Mission Details

## Overview

Reclaiming the radio secured your ride out of the jungle, but there's no time to rest: The rescue MedEvac dumps you straight into the line of fire as the NVA mounts an attack on a nearby U.S. firebase. Restock your supplies and provide backup as the LZ struggles to fight off the attacking Viet Cong forces.

## Map Key

### Primary Objectives

- ① Major Wallace
- ② Southern Perimeter
- ③ Northern Perimeter

### Bonus Objectives

- (B1) Letter Home
- (B2) NVA Officers

### Weapons & Equipment

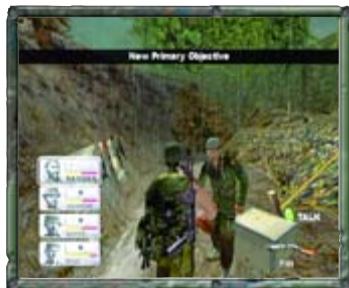
- (A) 12-Gauge Shotgun
- (B) 12-Gauge Shotgun Ammo
- (C) CAR-15 SMG
- (D) CAR-15 SMG Ammo
- (E) M1911 Pistol
- (F) M1911 Pistol Ammo
- (G) M40A1 Sniper Rifle
- (H) M40A1 Sniper Rifle Ammo
- (I) M60 LMG
- (J) M60 LMG Ammo
- (K) M-72 LAW
- (L) M79 Grenade Launcher
- (M) M79 Grenade Launcher Ammo
- (N) Mk18 Yellow Smoke Grenade
- (O) Mk26 Frag Grenade
- (P) Mk94 "Willie Pete" Grenade
- (Q) Medical Field Dressing

### Recommended Weapons & Equipment (cont'd)

| Ragman                     | Junior                     | Hoss                       | Cherry                     |
|----------------------------|----------------------------|----------------------------|----------------------------|
| 12-gauge Shotgun           | Mk18 Green Smoke Grenade   | Mk18 Green Smoke Grenade   | Mk18 Green Smoke Grenade   |
| M3A1 "Grease Gun" SMG      | Mk94 "Willie Pete" Grenade | Mk94 "Willie Pete" Grenade | Mk94 "Willie Pete" Grenade |
| Mk18 Green Smoke Grenade   | Mk26 Frag Grenade          | Mk26 Frag Grenade          | Medical Field Dressing     |
| Mk94 "Willie Pete" Grenade | Medical Field Dressing     | Medical Field Dressing     | —                          |
| Mk26 Frag Grenade          | —                          | —                          | —                          |
| Medical Field Dressing     | —                          | —                          | —                          |

## PRIMARY OBJECTIVE: SURVIVE

Make Junior, Ragman, Hoss and Doc survive the NVA assault.



Begin by approaching the soldier directly ahead to the southeast. He's stationed up the incline to the left-hand side of the comms bunker. Talk to him and receive your first orders.

### Recommended Weapons & Equipment

| Ragman                 | Junior                 | Hoss                   | Cherry                 |
|------------------------|------------------------|------------------------|------------------------|
| Binoculars             | M18 Claymore Detonator | M18 Claymore Detonator | M18 Claymore Detonator |
| M18 Claymore Detonator | M18 Claymore Mine      | M18 Claymore Mine      | M18 Claymore Mine      |
| M18 Claymore Mine      | K-Bar Knife            | K-Bar Knife            | K-Bar Knife            |
| K-Bar Knife            | M1911 Pistol           | M1911 Pistol           | M1911 Pistol           |
| Crossbow               | M14 Sniper Rifle       | M60 LMG                | CAR-15 SMG             |

## PRIMARY OBJECTIVE 1: MAJOR WALLACE

**Muster the squad at the southern perimeter, then find the commanding officer of the firebase, Major Wallace.**



Travel southwest and enter the armory tent to stock up on supplies. Distribute the available ammo and items across your squad, making sure you equip Junior with the M40A1 sniper rifle and Doc with the M79 grenade launcher, then move back outside.



Leave the bunker and head east. At the fork, go right and re-enter the central clearing. Return to the smoldering crater in the middle of the area and move southeast.

Follow the path to the left of the soldier as it meanders behind the comms bunker toward the south.



Head north and travel along the pathway between the rocks. At the fork, take a right and head into the blue bunker directly ahead. Talk to the soldier situated inside.



Inside the aid station, pocket the medical field dressings on the ground in the southwest corner.

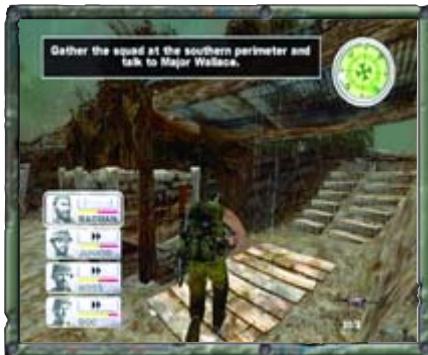
### New Bonus Objective (B1): Letter Home

*You have promised Private Foley that if he dies in the upcoming enemy attack, you will try to find the letter that he has written to his folks and deliver it to them when you return home. Find the letter and fulfill your promise.*



Leave the canopy via the southeast exit and continue along the pathway as it scoots to the east.

## MISSION 9: 1ST AIR CAV



At the fork, take the left route toward the east. Nip along the wooden walkway that goes off to the right and climb the steps. At the top, swipe the medical field dressing, then head back down and resume your trek to the east.

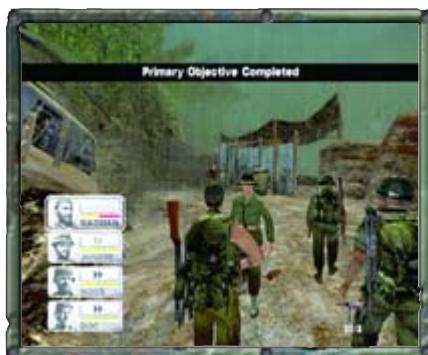
Instead of entering the bunker as commanded, move behind it. Get your squad close to the northeastern corner of the area, with your backs to the wall. As a guide, try to position the nose cone of the decimated chopper directly behind you.



From here, hold your position and face southwest.



**TIP** Before the assault on the compound begins, distribute your supply of medical field dressings evenly across the squad so your men can heal themselves where possible. This enables you to focus on bringing down the NVA and minimizes situations where you have to break cover and risk exposure to heavy enemy gunfire.



Approach Major Wallace, marked by the white dot on your radar, and talk to him.



This vantage point gives perfect views of the enemy entry points above your head to the southeast, from the bunker to the south and along the trench to the west. As soon as VC stray into sight from these locations, eliminate them.

### New Bonus Objective B2 : NVA Officers

*The 5th NVA Battalion are about to attack. Kill the officers to sow discord amongst the rank and file.*

## PRIMARY OBJECTIVE 2 : SOUTHERN PERIMETER

**Defend the southern perimeter. If the enemy breaches the perimeter, the Firebase will be overrun.**



**TIP** Before engaging the enemy, empty a few clips into the diesel barrel outside the nearby bunker until it explodes. This prevents enemy fire from detonating it unexpectedly later. If this happens, your squad's close proximity to the explosion could prove disastrous.



Throughout the course of the assault, NVA officers storm the compound alongside their troops. Five approach from the southern perimeter and later, five more from the northern perimeter. Kill them all to complete the bonus objective.

## PRIMARY OBJECTIVE 3 : NORTHERN PERIMETER

**The NVA are attacking the northern perimeter. Follow the Major and defend the perimeter before it is overrun. You must protect the Major.**



Once the southern assault has been thwarted, follow Major Wallace and head west along the trench. Take the path to the left at the junction and travel all the way back to the northern perimeter.



Eliminate the enemy as they approach from the west and from inside the bunker.



As you close in on the comms bunker again, a large number of enemies approach. It's vital you defend Major Wallace during the enemy invasion so be sure to pick off the VC threat before they get him in their sights.



When the path ahead is quiet, order your team to hold their position and quickly move west. Dive inside the blue bunker to the right, at the opposite end of the trench.



When the coast is clear, slip down the slope and take a right. Enter the trench due northeast.



The clearing is now alive with activity from overhead. Make sure you evacuate the area as quickly as possible. The frequent missile drops finish your squad off almost instantly if they get caught in the blast.

Collect the letter from Private Foley's body and return to your squad.



Follow the trench eastward and blow up the diesel barrel as you approach the blue bunker. Finally, station yourself facing west alongside the outer wall of the bunker.



Continue to engage the enemy onslaught as they approach. When the last VC trooper is exterminated, the mission is complete.

# MISSION 10: RUSSIAN ROULETTE





Date: Feb. 19, 1968

## Mission Details

### Overview

The assault on the LZ ends in disaster, with the capture of your squad. The Viet Cong toy with your men during a game of Russian roulette, but the tables are turned when Ragman and Doc engineer a dramatic escape. You must free the rest of your team members from their cells and flee the POW camp to safety.

### Map Key

#### Primary Objectives

- ① Rescue
- ② Flee
- ③ Protect

- (B1) Villager
- (B2) Logistics

#### Weapons & Equipment

- (A) Binoculars
- (B) AK-47 Assault Rifle
- (C) AK-47 Assault Rifle Ammo
- (D) Crossbow
- (E) Crossbow Ammo
- (F) Degtyarev RPD LMG
- (G) Degtyarev RPD LMG Ammo
- (H) M6 Bayonet Knife
- (I) MAT-49 SMG
- (J) MAT-49 SMG Ammo
- (K) Mosin-Nagant Rifle
- (L) Mosin-Nagant Rifle Ammo
- (M) PPSh-41 SMG
- (N) PPSh-41 SMG Ammo
- (O) SVD Dragunov Sniper Rifle
- (P) SVD Dragunov Sniper Rifle Ammo
- (Q) Tokarev Pistol
- (R) Tokarev Pistol Ammo
- (S) Russian Smoke Grenade
- (T) Stick Grenade
- (U) Spanner
- (V) Medical Field Dressing

#### Recommended Weapons & Equipment

| Ragman       | Junior | Hoss | Cherry |
|--------------|--------|------|--------|
| S&W Revolver | None   | None | None   |

### PRIMARY OBJECTIVE: SURVIVE



Make sure Ragman, Hoss, Junior and Doc escape from the Viet Cong POW camp and survive to fight again.



### PRIMARY OBJECTIVE ①: RESCUE

Hoss and Junior are being held somewhere in the camp. Find them and free them.



Immediately adopt a kneeling stance and order Doc to hold his position. Snatch the AK-47 assault rifle from the ground ahead, moving as slowly and quietly as possible to avoid alerting the VC troops outside.

## MISSION 10: RUSSIAN ROULETTE

Silently grab the crossbow and arrows from the table in the northeastern corner of the area, then slip into the room to the north. Pocket the binoculars and M6 bayonet knife from the crate to the right. Finally, take the medical field dressing from the southeast corner of the room.



At the corner of the hut, peek around to the south and use the crossbow to take out the guard with a headshot.



Return to Doc and leave the hut via the entrance to the west. Take a right and use the knife on the guard ahead for a silent stealth kill.



Switch to Hoss and wait for the VC patrol to appear along the bank to the east. When he starts heading away, quietly trail him up the bank and take him down with an arrow to the head when he pauses at the corner of the alley.

Turn around and proceed back along the walkway, heading around the corner to the east. As you approach the guard from behind, raise your knife and silently slash his throat.



Immediately turn your attention to the guard stationed in the watchtower above; pierce his skull with another arrow.



Descend the steps directly to the east. Stick close to the wall on the right and slowly move through the water.



Enter the building directly to the south, up the steps. Inside, check out the room to the east and grab the medical field dressing and stick grenades.



Return to the hut entrance and slowly move back into the open. At the bottom of the steps, move east and follow the alley around to the north, keeping close to the wall on the left.



Return to the corner and peek around into the alley to the west. Wait for the enemy patrol to return to his position at the bottom of the path directly ahead, then use an arrow to exterminate him silently.

Continue past the gas tank and stop behind the jutting wall partition ahead. Face the crates placed at one end and peer around the corner. The VC patrol travels up the alley from the west, stops inside the doorway to the north, and finally approaches the partition before moving away again.



As he does, follow him silently. Travel past the doorway on the left and duck around the corner of the hut on the north side of the building. Using the corner as cover, face northeast and wait for the guard to reappear.



Enter the hut, used as a Viet Cong armory, to the north and grab the VC cage key from the table against the northern wall. Next, leave the building and head along the path to the south.



Duck into the hut entrance on the right and collect the Tokarev pistol and ammo and the second VC cage key from the crate in the southwest corner of the room.



As he pauses before entering the hut, quickly sneak up behind him and slit his throat.



Leave the hut and proceed back along the alley to the south, taking a right at the end. Wander down the bank toward Hoss and use the key on the cell door to free him. Finally, move to the cell on the right.

## MISSION 10: RUSSIAN ROULETTE

### New Bonus Objective B1: Villager

A local villager has been imprisoned by the VC. Free him.



Use the key again on the second cell door to free the Vietnamese prisoner inside.

Travel back up the bank to the east and take a right, moving north until you reach the supply hut again. Turn left and travel west down the alley. Immediately after passing the large crate to the right, go down the passage to the north.



Follow it along and enter the containment area to the right. Move into the passage between the two cells immediately ahead and cautiously approach the VC guarding the gate at the end. Slash his throat from behind.

Turn around and approach the left-hand cell directly ahead. Free Junior, using the key, then order your squad to fall in.



Quickly return to the supply hut and head inside. Collect and equip the PPSh-41 SMG, then instruct each team member to pick up an M6 bayonet knife. Order Junior to grab the SVD Dragunov sniper rifle, then distribute the Degtyarev RPD LMG and the MAT-49 to Hoss and Doc.



Return to the containment area and go through the gap in the fence to the south. Take a left and head around the corner. Pocket the medical field dressings from the crates to the right and share them evenly between your squad.

Finally, go through the gates to the east to exit the POW camp.

### PRIMARY OBJECTIVE 2: FLEE

*This area is a Viet Cong stronghold. Find a way to get out of the enemy-held territory as fast as possible.*



Hop in the Jeep to the southeast of the clearing.





While controlling the Jeep, you can assign a position for each squad member at anytime. One teammate is always driver while another operates the mounted machine gun. The remaining squad members occupy the passenger seats to the left and right of the vehicle. Selecting either driver or gunner enables you to steer and shoot simultaneously. Switching to a passenger brings the vehicle to a halt but permits more accurate aiming from the sides.



The machine gun operator is particularly exposed while the vehicle is in motion, and is likely to take the most damage. When the gunner's health drops to the critical level, assign him to the passenger seat until his wounds can be tended to.

Get the Jeep in motion and move down the track to the north. You have a few moments to familiarize yourself with the controls, so practice driving and using the machine gun at the same time. During this section, stick to the main road and use the gun to mow down any VC troops who approach.



After the road takes its first turn to the south, it bends east. Stop the car, switch to Junior, and get out. Equip the sniper rifle and slowly move through the bushes on the right side of the path, heading east.



Enter aim mode and eliminate the machine gunner positioned up on the hill to the northeast. Once he's toast, climb back in the Jeep and continue your journey. Deal with the VC presence, follow the next bend to the south, and

immediately disembark. Wipe out any enemies who appear, then slowly work your way along the road.



There are six mines in the path ahead. The first cluster of three is almost directly ahead; the next cluster lies a little farther on. Disarm them all and return to the Jeep to continue your journey to the south.



A short distance on, the left side of the route opens, overlooking the jungle below. As the road swings to the west, stop the Jeep and get out. Three more mines await disarming along the road ahead.



When the path is clear, return to the Jeep and descend the incline ahead. Follow the slope as it bends north, then winds to the south again. As it levels out, listen for your squad members to alert you to two more mines in the road. Disarm them, return to the vehicle, and proceed forward.



## MISSION 10: RUSSIAN ROULETTE



The track turns to the southeast for a time, then bends sharply to the southwest. Again, there are two mines in the road ahead. Disable them both and continue to the VC compound.



The final truck lies behind the hut to the west. Obliterate it as before to complete the bonus objective.

### New Bonus Objective B2: Logistics

*The VC have several trucks from their logistics network in this area. Destroy the trucks to hinder their supply operation.*



Jump out of the Jeep, duck behind the north-facing wall of the building to the west, and order your squad to hold position. This keeps them at a safe distance while you attempt the next operation.



Enter the hut using the door at the end of the walkway running along the south-facing wall. Snatch the medical field dressings to the north, then move inside the room to the west. Grab the Degtyarev RPD LMG and MAT-49 ammo before proceeding.



Leave the building, order your squad to fall in, and travel down the pathway leading south directly ahead.

Close in on the two trucks to the east and equip a stick grenade. Toss one underneath each vehicle to destroy it, keeping clear of the resulting explosion.



Follow the path east and stop immediately as it turns south again. Order your squad to hold position, switch to Junior, and equip the sniper rifle. Enter aim mode and eliminate the VC troops manning the gun turrets on the hillside to the south and southwest.



Alternatively, switch to the squad member who disarmed the road mines during the Jeep trip. Place a mine as close as possible to each truck, then find cover. Equip any gun and enter aim mode. Detonate each mine with a gunshot and blow the trucks to pieces.





Your gunfire may attract other VC troops in the area, including an on-foot RPG. Finish off the new threat before continuing with the mission. Once the foe is quashed, locate the RPG-7v rocket launcher dropped by the enemy during the firefight and pick it up.



Stay low and move into the clearing head. As soon as the RPG stationed to the southwest comes into view, annihilate him to restore the peace.

Switch to Ragman and instruct your team to fall in. Enter the clearing and climb the hill to the southwest. At the wall ahead, turn left and stay close as the wall passes out of the area and down another pathway leading southeast.



Around the corner, chat to the Australian SAS member you encounter.

## PRIMARY OBJECTIVE 3: PROTECT

***Hold off the VC assault and protect the Australian SAS—they are essential to your escape!***



Follow your new friend through the bamboo thicket and across the river. On the other side, spin around and prepare for a heavy VC assault.

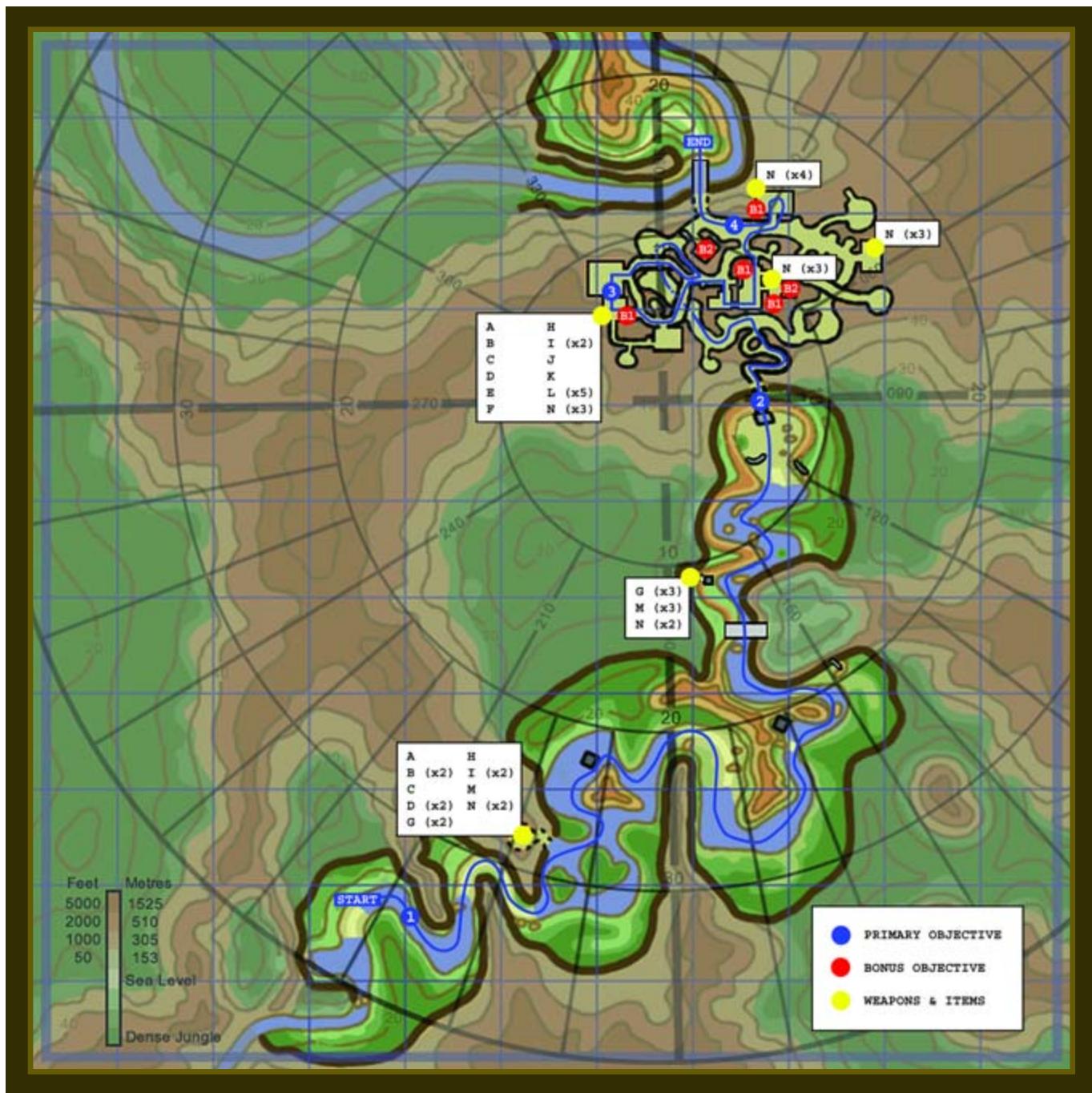


Troops emerge from the gaps in the trees to the southeast and southwest. Station your squad behind the rocks to the center of the bank and use them as cover.



Order Hoss and Junior to shield your SAS allies and concentrate your own fire on the enemy ambush. Once all the VC forces are dead, the mission is complete.

# MISSION 11: TUNNEL RATS





Date: Feb. 20, 1968

## Mission Details

### Overview

Your squad survives the VC ambush unscathed, but Sergeant Stone of the ASAS still has plans for your men. A network of Viet Cong tunnels lies close to your current location, and Stone sets you the task of demolishing the base while his team engages the enemy to the west. You must locate the tunnel system and place C4 charges throughout. Once the charges are primed, rendezvous with Stone and blow the place sky high!

## Map Key

### Primary Objectives

- ① Tunnel Rats
- ② Armory
- ③ C4
- ④ Escape

### Bonus Objectives

- (B1) Viet Cong Intel
- (B2) Stores

### Weapons & Equipment

- (A) AK-47 Assault Rifle
- (B) AK-47 Assault Rifle Ammo
- (C) Degtyarev RPD LMG
- (D) Degtyarev RPD LMG Ammo
- (E) PPSh-41 SMG
- (F) PPSh-41 SMG Ammo
- (G) RPG-7v Rocket Launcher
- (H) SVD Dragunov Sniper Rifle
- (I) SVD Dragunov Sniper Rifle Ammo
- (J) Tokarev Pistol
- (K) Tokarev Pistol Ammo
- (L) M118 C4 Demolition Charge
- (M) Stick Grenade
- (N) Medical Field Dressing

### Recommended Weapons & Equipment

| Ragman           | Junior                    | Hoss              | Cherry                 |
|------------------|---------------------------|-------------------|------------------------|
| Binoculars       | M6 Bayonet Knife          | M6 Bayonet Knife  | M6 Bayonet Knife       |
| M6 Bayonet Knife | RPG-7v Rocket Launcher    | Degtyarev RPD LMG | MAT-49 SMG             |
| Tokarev Pistol   | SVD Dragunov Sniper Rifle | PPSh-41 SMG       | Medical Field Dressing |

### Recommended Weapons & Equipment (cont'd)

| Ragman                 | Junior                 | Hoss                   | Cherry |
|------------------------|------------------------|------------------------|--------|
| PPSh-41 SMG            | Medical Field Dressing | Medical Field Dressing | —      |
| Russian Smoke Grenade  | —                      | —                      | —      |
| Stick Grenade          | —                      | —                      | —      |
| Medical Field Dressing | —                      | —                      | —      |

## PRIMARY OBJECTIVE: SURVIVE



Make sure that Ragman, Hoss, Junior and Doc survive the mission.



## MISSION 11: TUNNEL RATS

### PRIMARY OBJECTIVE ①: TUNNEL RATS

**Sergeant Stone and his team have gone north to outflank the VC forces located west of the tunnels. They will link up with you after you have completed your mission. Proceed north-east through the swamp and find a way into the tunnel system.**



Order your squad to fall in, then slowly move along the path of the swamp to the southeast. When the two VC troops come into view, switch to Junior and equip the sniper rifle. Enter aim mode and take down the enemy stationed in the watchtower ahead.



Your teammates deal with the troops at ground level.



Your ammo supplies are likely to be running low at the start of this mission. Conserve ammunition where possible and scavenge enemy bodies for useful items until you get a chance to restock in the tunnels later.



Stick to the water as it bends left, to the north. Before rounding the corner, order your squad to hold position and take cover behind the white rocks to the left.



Use the sniper rifle to terminate the machine gunner hidden in the bushes along the northern bank, watching out for the VC RPG that appears if alerted.

Switch back to Ragman and move forward, climbing out onto dry land ahead. Deal with any remaining enemy threat and follow the route around until your squad reaches water again.



Take control of Junior and swiftly eradicate the VC stationed to the east and northeast before they can alert anyone to your presence.

Plunge into the water, avoiding the tripwire on the far left of the bank, and quickly travel northeast as the path forks around the bamboo thicket.





Approach the large tree directly ahead and duck inside the cave situated in the rock wall to the left. Restock your squad's ammo supplies, distribute any medical field dressings among team members, and leave the tunnel.



Follow the path of the water as it scoots to the east, taking a left onto the northern bank as the route splits at the tree ahead.



Take a left and continue through the water, sticking close to the wall. As the path widens to the northwest, stop.



Back on dry land, sneak along the path, using the rocks as cover. As it bends south, puncture the machine gunner's skull on the bank directly ahead, using the sniper rifle.

Equip the sniper rifle and enter aim mode. Mow down the guard in the watchtower to the north, then eliminate the machine gunner positioned on the bank beyond.



Resume your travels and decimate the enemy troops who appear at the water's edge. Proceed through the swamp, sticking close to the left-hand wall.

Next, sneak cautiously around the corner and eradicate the gunner stationed on the bank to the northeast.



As you round the corner to the east, dispose of the oncoming Viet Cong and exterminate the machine gunner stationed up on the bank ahead.



## MISSION 11: TUNNEL RATS



Cautiously follow the route around to the north and take care of the VC RPG launcher positioned up in the watchtower, as it comes into view, before resuming your travels.

Pass by the watchtower, still staying close to the left-hand wall for temporary cover. As the water winds north again, yet another machine gunner hides in the bushes on the bank ahead. Finish him off with the sniper rifle.



Clamber out onto dry land as the route bends west, then jump back into the swamp a little farther on. Shuffle over to the wall on the right and carefully edge around the corner until reaching the boulders ahead. Use them as cover and pick off the guards patrolling the bridge above.



Order your squad to hold position, then move under the bridge, traveling north. Slowly sneak around the bend to the left, keeping close to the rock face. A guard in the watchtower wields an RPG launcher, so bring him swiftly to the ground.



Duck into the cave to the west, underneath the watchtower, for another bumper crop of ammo supplies. Swipe the rocket launchers, then divide the remaining goods among your squad mates before moving back into the open.



Follow the river along the northeast. After a sharp bend to the northwest, the water flows back around to the northeast. Shield your squad using the rocks to the left and quickly pop a cap in the machine gunner positioned on the bank ahead.



The tank situated around the corner to the left packs a hefty punch. Order your team to hold position before continuing. Still as Junior, whip out the RPG-7v rocket launcher and slowly work around the corner to the north. Carefully peek around the rocks to get a better view without exposing yourself.



The tank's gun turret turns to face your position if you're spotted. Wait for it to swing back and face the front before attempting to take it on. Once the threat from its turret is minimal, let rip with a rocket and wave goodbye to its armored carcass.



Turn around and deal with any remaining VC troops before continuing. When peace is restored, face the smoldering wreckage on the northern bank and re-equip the sniper rifle. Terminate the two VC guards stationed inside the tunnel entrance beyond the tank.



Order your squad to fall in, climb the bank, and enter the tunnel complex.

#### New Bonus Objective (B1) : Viet Cong Intel

*Keep an eye out for any important enemy documents within the main central bunker.*



Equip the sniper rifle and enter aim mode, then slowly move toward the northern doorway. As soon as the machine gunner directly ahead is in your sights, fill him with lead.

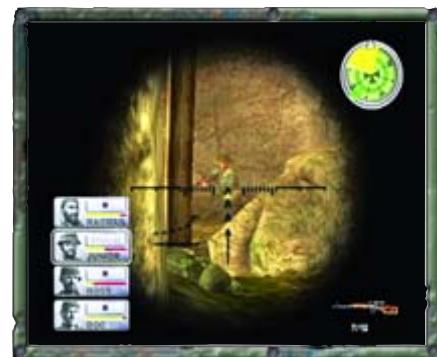
## PRIMARY OBJECTIVE 2 : ARMORY

**Locate the armory. There are likely to be a number of stolen US weapons within the armory that can be used to destroy the key locations of the tunnel system.**



Descend the steps down into the tunnels and proceed until you reach the oval corridor to the northwest. Order your team to hold position, then immediately slaughter the VC in the corridor ahead.

Next, sneak around the doorway to the left and eliminate the guard along the passage to the east. Quickly turn around and tiptoe along the passage heading west. Terminate the VC guard as he moves into view, before you're detected.



## MISSION 11: TUNNEL RATS



Switch to Ragman and instruct your team to fall in. Continue along the corridor to the west, passing beneath both wooden bridges, and mow down the large number of VC troops who occupy the tunnels.



Switch to Ragman, order your men to fall in, and take a sharp right as the sloping passageway levels out. At the fork ahead, follow the north-western path and cross over the wooden bridge. At the other end, enter the room directly to the west.

As the passage turns northeast, order your squad to hold position and switch to Junior. Carefully peek around the corner and pick off a machine gunner positioned ahead, using the sniper rifle.



Inside, crouch down in the northwestern corner of the room with your back to the wall. This provides a good view of the doorways to the south and east. As a flood of VC troops spills through, terminate them swiftly.



Continue east along the end of the passage, then turn right into the tunnel that lies south.



Once the onslaught has receded, enter the armory through the door to the south. Share the weapons and ammo supplies with your teammates, then grab the M118 C4 demolition charges from the table against the western wall.



Enter aim mode and slowly move forward. As soon as the VC machine gunner at the far end of the corridor comes into view, pick him off before he spots you.

**To destroy these tunnels you will need to plant a C4 charge at three key locations. Find these locations and plant a charge at each one.**



Move over to the southeastern corner of the table in the center of the room and pocket the VC intel. Before continuing with the mission, distribute your supply of medical field dressings evenly between squad members to ensure they can patch themselves up in the event of injury.



Re-enter the room directly north and place a C4 charge against the generator on the western wall.



Return to the armory and head east, through the door, until you reach the bridge to the left at the end of the passage. Cross over and take a right upon reaching the fork in the path.



At the gun turret, take a right into the next room, then a left into the command bunker. Place another C4 charge against the pile of crates along the western wall, then pocket the VC intel from the table in the northwest corner of the room.



Go through the right-hand doorway on the eastern wall and immediately take a right. Pick up the Viet Cong intel from the desk to the left in the next room. Leave this area and take another right, moving east into the next room.

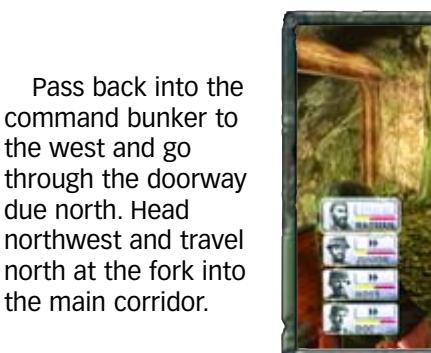


### New Bonus Objective (B2) : Stores

*ASAS Intelligence suggests that this base is the main re-supply point for the whole province. If both storeroom areas are destroyed, then the local Viet Cong will not be re-supplied for many months to come. Plant a C4 charge inside both storerooms.*



Take the medical field dressings to the left, then place a C4 charge in the north-eastern corner of the room.



Pass back into the command bunker to the west and go through the doorway due north. Head northwest and travel north at the fork into the main corridor.



## MISSION 11: TUNNEL RATS



Travel right and enter the hospital via the first door on the left, to the north. Pocket the medical field dressing and VC intel from the table against the western wall, then place a C4 charge against the table to the north.



Before continuing, distribute your medical field dressing supplies among your men. Return to the tunnel exit you passed a moment ago and cross the bridge to meet with Sergeant Stone. Talk to him to complete the mission.

### PRIMARY OBJECTIVE 4: ESCAPE

*All the charges are set and ready to blow. Rendezvous with Sergeant Stone at the far side of the bamboo bridge to the north of the tunnel system.*



Back outside, head east and stay with the path until you reach the room at the end. Collect the medical field dressings from the crate in the north-western corner.

Backtrack west, past the hospital, and keep to the path until you see the tunnel exit over the bridge to your right. Immediately take a left and follow the corridor around to the second storeroom. Inside, place the final C4 charge beneath the flag on the wall to the southeast.



## MISSION 12: BLOODY HUE



Date: Feb. 25, 1968

## Mission Details

### Overview

After the successful demolition of the Viet Cong tunnel complex, your squad arrives at the war-torn urban sprawl of Hue. The USMC command post deep in the area may know the whereabouts of the rest of your unit. Penetrate the enemy defenses to find them. Finally, proceed through the derelict streets to catch a lift away from the mayhem via the Huey stationed on the helipad to the southeast.

## Map Key

### Primary Objectives

- ① USMC
- ② Huey

### Bonus Objectives

- (B1) Breakthrough
- (B2) Tank Killer
- (B3) NVA Intel

### Weapons & Equipment

- (A) 12-Gauge Shotgun
- (B) 12-Gauge Shotgun Ammo
- (C) AK-47 Assault Rifle
- (D) AK-47 Assault Rifle Ammo
- (E) CAR-15 SMG
- (F) CAR-15 SMG Ammo
- (G) Degtyarev RPD LMG
- (H) Degtyarev RPD LMG Ammo
- (I) M-72 LAW
- (J) M79 Grenade Launcher
- (K) M79 Grenade Launcher Ammo
- (L) PPSh-41 SMG
- (M) PPSh-41 SMG Ammo
- (N) RPG-7v Rocket Launcher
- (O) SVD Dragunov Sniper Rifle
- (P) SVD Dragunov Sniper Rifle Ammo
- (Q) M40A1 Sniper Rifle
- (R) Mk18 Green Smoke Grenade
- (S) Mk26 Frag Grenade
- (T) Mk94 "Willie Pete" Grenade
- (U) Spanner
- (V) Medical Field Dressing

### Recommended Weapons & Equipment

| Ragman                 | Junior                    | Hoss                   | Cherry                 |
|------------------------|---------------------------|------------------------|------------------------|
| Binoculars             | M6 Bayonet Knife          | M6 Bayonet Knife       | M6 Bayonet Knife       |
| M18 Claymore Detonator | RPG-7v Rocket Launcher    | Degtyarev RPD LMG      | MAT-49 SMG             |
| M18 Claymore Mine      | SVD Dragunov Sniper Rifle | PPSh-41 SMG            | Medical Field Dressing |
| M6 Bayonet Knife       | Medical Field Dressing    | Medical Field Dressing | —                      |
| Tokarev Pistol         | —                         | —                      | —                      |
| PPSh-41 SMG            | —                         | —                      | —                      |
| Russian Smoke Grenade  | —                         | —                      | —                      |
| Stick Grenade          | —                         | —                      | —                      |
| Medical Field Dressing | —                         | —                      | —                      |

### PRIMARY OBJECTIVE: SURVIVE



Make sure that Ragman, Hoss, Junior and Doc survive the Battle for Hue.





## PRIMARY OBJECTIVE ①: USMC

***There is a USMC Command Post somewhere north of here. Someone there might know the location of the 101st.***



As soon as the mission begins, your squad neutralizes the small enemy group to the east.

Crouch down, order your squad to hold their position, and proceed cautiously to the east. The building directly to the north contains a large number of VC troops. To make the task ahead easier, engage them before venturing further into the level.



Toss a grenade over the fence to alert them to your presence, then run back west, join your team, and take cover behind the debris in the road.



Switch to Junior and use the sniper rifle to eliminate enemies from a distance as they move down the street from the north. This keeps the Viet Cong at bay and protects your squad from dangerous close-range gunfire.



When the action dies down, assume control of Junior and run east along the road to the junction. Without pausing, move northeast across the road and enter the yard ahead through the gap in the fence. Immediately duck behind the building's south-facing wall.



### New Bonus Objective B1: Breakthrough

***The USMC Command Post is somewhere to the north of the enemy T-34 tank. Destroy the tank to get past to the Command Post.***



The T-34 tank stationed along the road to the north seeks out your position, but the wall protects you from its missile attack. Wait for the blast and quickly run back across the road, traveling diagonally to the northeast, and duck

into the next yard ahead. Dash down the alley before the tank lets rip again.

## MISSION 12: BLOODY HUE



Immediately face east and take down the VC troops stationed on the rooftop ahead.

Order your squad to fall in and switch to Ragman. Head northwest and enter the final yard opposite. Move inside the building via the door on the northern wall and travel south into the second room. Investigate the southwestern corner and raid the supply of weapons and ammo.



When they're no more, return to the main road again and quickly cross over into the yard due northeast.

Leave the building to the north, make a right, and travel northeast across the road. At the northeast corner of the area, wander down the alley to the north.



Take a left and dive behind the building's south-facing wall to avoid the next tank blast. When it's safe, equip the RPG-7v rocket launcher, quickly move out from behind the wall, and fire a rocket toward the tank at the end of the street to the northwest.



Follow it round to the east and immediately take the passage north at the junction. Follow it west and around to the north, passing through the doorway directly ahead.



Immediately take cover again, wait for the next blast, then let rip with another rocket in the direction of the tank. Repeat until it's a goner.

Take a right and neutralize the nearby VC. Approach the exit at to the left at the end of the corner and pause until the air strike subsides.





Outside, proceed west and eliminate the enemies patrolling the road. At the junction, head over to the western wall and pocket the medical field dressing in the crater, keeping an eye out for Viet Cong approaching from the north and south.

Turn around and move back east along the main road. Approach the USMC men stationed at the far end of the area. Your allies deal with the majority of peripheral VC attacks while you travel, so concentrate your fire on any immediate threat. Reach the U.S. soldiers to receive your next orders.

To proceed with the mission, all NVA soldiers in the area must be defeated. There are a lot to get through, so take cover and patiently pick them off.



The alleyways to the north are less populated by enemy troops. Move inside and find a quiet corner to position your squad. The NVA slowly filters into the area as they locate your position, but the narrow passages mean you rarely engage more than one or two enemies at a time. This makes dealing with the VC threat a lot less traumatic.



When the gunfire subsides, talk to the U.S. soldier stationed to the east to discover the whereabouts of your unit.

## PRIMARY OBJECTIVE ② : HUEY

*The helipad is somewhere to the south-east. To get there you have to travel through an area defended by enemy main battle tanks. Use the M48 Patton tank to break through to the helipad. Assemble the squad there and hitch a ride across the river to the Citadel.*



Continue north and immediately take a left along the next passageway. Raid the stash of U.S. weapons in the area, trading your current munitions for their American equivalent. Equip Ragman with the 12-gauge shotgun, CAR-15 SMG, and grenades; equip Junior with the M40A1 sniper rifle. Next, kit out Hoss with the M79 grenade launcher and give Doc the Degtyarev RPD LMG. Finally, collect and distribute any medical field dressings.

## MISSION 12: BLOODY HUE



Next, proceed west and join the road again. Follow it north toward the M48 Patton tank and clamber into the vehicle.



Steer the tank east and take down the VC troops littering the street as you round the corner to the north.

Stop and switch to Junior, manning the 90mm rifled cannon. Quickly swing the turret to the southwest and take down the enemy with the RPG launcher stationed in the alley along the southern side of the road. The M48 is particularly susceptible to RPG fire, so keep an eye out for them on your travels.



After his demise, immediately fire on the tank stationed along the road to the west until it explodes.



Follow the road as it bends south, then east. From here, take a sharp turn to the south again, then steer right, along the road heading west.

### New Bonus Objective B2 : Tank Killer

*The NVA are using tanks to control the streets of Hue. Destroying these vehicles will help to break the back of the NVA resistance.*

Continue along the alley and turn south. At the junction, swing the turret around to the southwest and neutralize the RPG launcher positioned on top of the building.



Next, swiftly demolish the tank situated to the west. Continue along to the east and take a right along the next road, traveling south. Keep an eye out for RPG launchers on the roof to the east, as you turn, and over the wall to the left. Deal with them immediately.





Drive the tank onward to the south, watching out for an enemy with the RPG launcher who emerges to the rear of your vehicle. Take another left at the next junction and obliterate the final enemy tank as it comes into view.



Crouch down and order your squad to hold fire. Slowly move out of the building and cautiously to the south. As you approach the final building to the left, enter aim mode and quickly take out the RPG launcher stationed above.



Instruct your team to fire at will and follow the road round to the east. Eliminate the lone VC in the road ahead, then eliminate the small group of enemy troops that emerge from the south.



Disembark and order your squad to fall in. Switch to Ragman and head down the road to the west, moving away from the tank's smoldering remains. At the next junction, take a right and enter the building via the doorway immediately to the east.

Move close to the wall on the southern side of the road and order your squad to hold position. Switch to Junior and equip the RPG-7v rocket launcher. Quickly scoot forward and take cover behind the rubble at the entrance to the southern alley.



Fire a rocket at the enemy bunker to the south.



Inside, kill the two VC radiomen and grab the VC intel from the table in the northwest corner of the room. Finally, snatch the medical field dressings and instruct Doc to take the PPSh-41 SMG from the crates nearby.



When the coast is clear, switch back to Ragman. Instruct your squad to fall in, run down the alley and turn west. Eliminate the VC ahead then talk to the U.S. soldier stationed in front of the helipad. Gather your squad at the red smoke to complete the mission.

# MISSION 13: AIR-MOBILE





Date: Feb. 25, 1968

## Mission Details

### Overview

Having successfully hitched a lift away from Hue, your men take to the air in search of the remaining 101st troops. Rumors back in town suggested they were fighting the 5th NVA Battalion close to the citadel nearby. However, your journey is interrupted when the VC launch stolen American surface-to-air missiles in your direction. Take them out as you travel, to reach your final destination alive.

### Map Key

| Primary Objectives | Bonus Objectives |
|--------------------|------------------|
| ① SAM Sites        | ② SAM Radar      |
|                    | ② Convoy         |

### Recommended Weapons & Equipment

| Ragman | Junior | Hoss | Cherry |
|--------|--------|------|--------|
| None   | None   | None | None   |

### PRIMARY OBJECTIVE: SURVIVE



Make sure that Ragman, Hoss, Junior and Doc survive to fight again.

### PRIMARY OBJECTIVE ①: SAM SITES

*The NVA have captured five of our HAWK surface-to-air missile batteries. Target the Missile Launch Cradles. This will render each battery inoperable.*



This mission is fought entirely from the air in the Huey. Doc is at the front of the helicopter on the right-hand side while Ragman sits to the rear right. Hoss and Junior occupy the left-hand side—Hoss to the front, Junior to the rear.



The Huey's path through the skies is automatic, so concentrate your efforts on bringing down the enemy equipment below.



## MISSION 13: AIR-MOBILE



**TIP** Neutralizing targets is much easier when using aim mode. However, the meandering path of the Huey makes it easy to lose your bearings in the environment. To get a better view of your position, exit aim mode to reposition the game camera behind the Huey.



### New Bonus Objective B1: SAM Radar

*Take out the captured HAWK battery Radar trailers to deny their use to the NVA.*



As the Huey enters the first clearing, scope out the three missile batteries below.



The chopper swings around slowly. Stay with Doc and rain your fire on the trailer as it comes into view to the northwest. Switch to Ragman at the rear to finish it off.

To eliminate the final HAWK, take control of Doc once more and aim toward the ground. As the Huey turns to the southwest, keep a look out for the fence running along the road below. The third radar trailer is located to the right of the small hut nearby.



An anti-aircraft gun sits in the center of the clearing, providing an additional threat to your helicopter. If it is not dealt with quickly, its fire can cause massive damage to your chopper. Whenever a squad member gets it in his sights, fire a few bullets its way.



Switch to Junior or Hoss on the inside of the flight path and take out the three surface-to-air missile launchers in the center of the clearing. Once all are destroyed, the Huey moves on to the next area.



Your ride continues to circle the area until all three targets have been destroyed. This provides plenty of opportunity to take out the three HAWK battery radar trailers mounted on rock ledges to the east and northwest. The third is located on the ground to the southwest.

Switch to Doc immediately on entering the clearing. Enter aim mode and fire at the first radar trailer, to the east, as the Huey passes by.

### New Bonus Objective B2: Convoy

*Destroy the NVA supply convoy that is carrying equipment and supplies to reinforce in this area.*



As the helicopter moves along the canyon, the enemy convoy begins its journey below. Take control of Doc and obliterate the Jeep at the head of the convoy to bring it to a standstill, avoiding the anti-aircraft gun ahead.

Next, concentrate your fire on the three trucks bringing up the rear. As the convoy passes out of Doc's line of sight, jump to Hoss, then Junior, as necessary to finish the convoy off. The rest of the squad deals with the artillery below.



In the next clearing, there are three more surface-to-air missile launchers to destroy. As before, the helicopter circles until they're all demolished.



This time, to reduce the threat of missile attack, decimate one or two of the primary targets before attempting to bring down the single radar trailer in the area. Once the bonus target has been neutralized, finish off the remaining missile launchers.



As the Huey reaches the northern half of the clearing, Junior and Hoss are best placed to deal with the HAWK radar. Use Doc and Ragman as the flight moves to the south.



Once all three surface-to-air missile launchers are disabled, the Huey continues its journey to the west, along the next gully.



Switch to Doc as the next area comes into view. Immediately destroy the HAWK radar to the northeast.



The number of ground troops and enemy vehicles is much greater than before. Pay particular attention to anti-aircraft gun placements and machine gunners as the chopper circles the area. When any threat is in range, destroy it swiftly.

## MISSION 13: AIR-MOBILE



The Huey flies counterclockwise around the large rock in the center of the clearing. Stay with Doc and Ragman and eliminate the additional two radar trailers situated on the outer edge of the route to the west and southwest.



Doc and Ragman are best equipped to destroy the bonus targets on the outer perimeter, while Hoss and Junior are more suited to dealing with the surface-to-air missiles in the center of the clearing.

As the path swings south, quickly take control of Junior or Hoss on the inside of the Huey. Scan the ground and demolish the four missile launchers stationed around the central rock to the northeast, south, southwest, and west.



Neutralize all targets and the Huey begins its final trek along the canyon towards the LZ. As it passes over the VC base, an RPG launcher brings the journey to an end and the mission is complete.



When all targets have been decommissioned, the helicopter moves along the next ravine, populated by a large number of VC troops. The anti-aircraft guns and RPG launchers pose the biggest threat here; concentrate all fire on these first.



In the final clearing, the three bonus radar trailers are all located at ground level to the northeast, southwest, and northwest.

## MISSION 14: THE CITADEL



## MISSION 14: THE CITADEL

Date: Feb. 25, 1968

# Mission Details

## Overview

As the Huey touches down in the middle of enemy territory, an NVA tank makes light work of your ride home. Your squad's last remaining assignment is to infiltrate the nearby Citadel, the major NVA center of operations in Hue. Penetrate the fortress and eliminate the local NVA regiment's general—engineering his downfall may be the only way to victory....

## Map Key

### Primary Objectives

- ① Breach
- ② NVA Command

### Bonus Objectives

- (B1) NVA Armor
- (B2) NVA Intel
- (B3) Communications

### Weapons & Equipment

- (A) AK-47 Assault Rifle
- (B) AK-47 Assault Rifle Ammo
- (C) M79 Grenade Launcher
- (D) M79 Grenade Launcher Ammo
- (E) RPG-7v Rocket Launcher
- (F) S&W Revolver
- (G) S&W Revolver Ammo
- (H) Mk26 Frag Grenade
- (I) Russian Smoke Grenade
- (J) Spanner
- (K) Medical Field Dressing

## Recommended Weapons & Equipment

| Ragman                    | Junior                     | Hoss                       | Cherry                     |
|---------------------------|----------------------------|----------------------------|----------------------------|
| Binoculars                | M18 Claymore Detonator     | M18 Claymore Detonator     | M18 Claymore Detonator     |
| M18 Claymore Detonator    | M18 Claymore Mine          | M18 Claymore Mine          | M18 Claymore Mine          |
| M18 Claymore Mine         | K-Bar Knife                | K-Bar Knife                | K-Bar Knife                |
| K-Bar Knife               | M1911 Pistol               | M1911 Pistol               | M1911 Pistol               |
| 12-Gauge Shotgun          | M40A1 Sniper Rifle         | M60 LMG                    | M16A1 Assault Rifle        |
| CAR-15 SMG                | Mk18 Yellow Smoke Grenade  | Mk18 Yellow Smoke Grenade  | Mk18 Yellow Smoke Grenade  |
| Mk18 Yellow Smoke Grenade | Mk94 "Willie Pete" Grenade | Mk94 "Willie Pete" Grenade | Mk94 "Willie Pete" Grenade |

## Recommended Weapons & Equipment (cont'd)

| Ragman                     | Junior                 | Hoss                   | Cherry                 |
|----------------------------|------------------------|------------------------|------------------------|
| Mk94 "Willie Pete" Grenade | Mk26 Frag Grenade      | Mk26 Frag Grenade      | Mk26 Frag Grenade      |
| Mk26 Frag Grenade          | Medical Field Dressing | Medical Field Dressing | Medical Field Dressing |
| Medical Field Dressing     | —                      | —                      | —                      |

## PRIMARY OBJECTIVE: SURVIVE



Make sure that Ragman, Hoss, Junior and Doc survive the battle for the Citadel.



## PRIMARY OBJECTIVE ①: BREACH

Find your way to the Citadel. Breach the Citadel grounds through the main gate.





As the mission begins, weapons and ammo are resupplied. Immediately order your squad to fall in and quickly dash to the south before the NVA tank has chance to launch its assault.



Progress in the armored vehicle is tricky from the start, because of the close proximity of the NVA tank. One blast from the enemy artillery can be lethal. The tank locks onto your vehicle's position as soon as you emerge from behind the hut to the right, so proceed with extreme caution.

Jump inside the armored vehicle on arrival and immediately reverse it to go as far back as possible. This shields the vehicle from the tank's offensive.



### New Bonus Objective : NVA Armor

*The loss of the NVA tanks guarding this complex will weaken their armored formations in this area of operations. Destroy all the NVA tanks you encounter.*

Switch to the squad member controlling the recoilless rifle and slowly inch forward, keeping close to the hut for cover. Enter aim mode and swing your sights to the northeast. As soon as the NVA tank comes into view, fire in its direction.



Move the armored vehicle forward enough to reveal the NVA tank's position but no farther. If you do it correctly, your missiles reach the tank while the building shields you from return fire.



**NOTE** While you control the armored vehicle, each squad member occupies one of four positions. Two teammates sit in the passenger and driver seats; the other two operate the .30-cal. machine gun and 106mm recoilless rifle. The latter packs a devastating punch but has limited ammunition. Use it to neutralize enemy tanks and in densely packed NVA areas. Use the 106mm machine gun for engaging smaller enemy groups. However, the operator is exposed during combat so pay close attention to his health levels.

Once the tank is destroyed, hop out of the armored vehicle and loot the village for weapons and supplies. Be sure to equip Junior with the two TPG-7v rocket launchers from the huts to the northwest and northeast of the downed Huey.



## MISSION 14: THE CITADEL



Return to the armored vehicle and order your squad to fall in. Steer out of the village compound, taking the road east of the obliterated NVA tank.

Follow the route to the south and stick with the track as it winds through the jungle. An RPG launcher lies in wait as the road bends to the west. Immediately switch to the .30-cal. machine gun and take him out. Next, concentrate your fire on the remaining NVA troops who spill from the sidelines.



Stay with the path as it moves into the derelict town on the edge of the Citadel. Stay alert—an enormous number of enemy soldiers occupy this area. They cause serious damage to your transportation, so proceed with haste.



Instead of confronting the NVA forces, quickly drive east and take a right, moving south along the street. Stop just ahead of the archway on the left and immediately switch to the recoilless rifle. Enter aim mode and decimate the tank outside the citadel entrance beyond the archway.



When the path ahead is safe, drive under the archway and over the bridge. Spin your vehicle around and reverse toward the main entrance. The armored vehicle acts as a shield between your squad and the VC gunfire as you disembark, providing excellent cover.



Quickly order your team to fall in and dive through the entrance to the north, left of the main Citadel gates.

### PRIMARY OBJECTIVE ②: NVA COMMAND

*The General for the 4th NVA Regiment is using the Citadel as his Command Post. If the General and his staff are taken out of the equation, the chain of command for the North Vietnamese Army in Hue will break down, making US victory certain.*



Inside, take control of Junior and equip the sniper rifle. Follow the corridor east, then south as it turns.



### New Bonus Objective (B2) : NVA Intel

*This location will contain a significant number of sensitive documents. Any you can recover will be invaluable to US Army Intelligence.*



Resume your journey east and pass through the doorway to the right at the end of the courtyard.

### New Bonus Objective (B3) : Communications

*The Citadel contains an important NVA communications center. By finding and destroying this site you will inflict a crippling blow to the infrastructure of the NVA units operating in this area.*

The corridor ends to the south and leads outdoors. Order your squad to hold position before passing into the open. Cautiously move forward and immediately face east. Neutralize the machine gunners situated at the far end of the courtyard, using the sniper rifle.



Descend the staircase ahead and enter the radio room below. Quickly deal with the two NVA radiomen and collect the medical field dressing from the wall to the east.



Before exiting, destroy all the radio equipment on the tables to the south and west to disable VC communications in the area.



When they're down, order your team to fall in and move east across the courtyard. About-face on hearing the signal for snipers and terminate the NVA stationed on the balcony above.



Backtrack up the stairs and out into the courtyard, killing any NVA who have appeared. Enter the building to the north via the doorway immediately ahead.



## MISSION 14: THE CITADEL



Climb the steps to the left and follow the corridor around to the right. Instead of passing through the doorway ahead, order your squad to hold position.



Instruct Junior to pocket the RPG-7V rocket launcher, then return to the lower level and move back outside. Terminate any NVA threat in the courtyard and enter the doorway directly opposite, to the north.



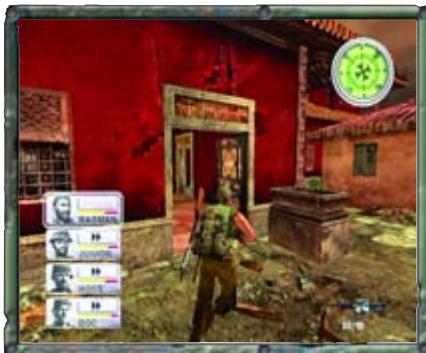
Switch to Junior and move against the right-hand wall. Equip the sniper rifle, enter aim mode and cautiously edge forward. Peer around the doorway and eliminate the machine gunner to the northwest as he comes into view.



Take a right and continue along the corridor as it moves north. Nip inside the first room to the left and grab the NVA Intel from the chair under the westernmost side of the table.

Quickly swing your sights to the northeast and bring down the enemies situated on the rooftop.

When the coast is clear, resume control of Ragman and order your team to fall in. Head outside and take a left. Travel along the courtyard and enter the building to the south via the next doorway on the left.



Leave the room and turn left, entering the area at the end of the corridor. Pick up the next piece of NVA Intel and medical field dressing from the table to the east and order Junior to swipe the RPG-7v.



Inside, climb the stairs on the right and neutralize the guards along the corridor at the top. Continue along into the room and grab the NVA Intel from the table against the eastern wall.



Head south, traveling back outside. Stem the flow of NVA troops in the courtyard and move into the alley between the buildings to the southwest. Continue along the passage and enter the building through the door to the right.



Follow the corridor around to the east and enter the room on the right, at the far end. Grab the NVA Intel from the table and exit the building via the doorway to the north.

Climb the steps to the right and immediately swing to face west. Take down the RPG launcher stationed on the rooftop opposite, before he can return fire. Finally, neutralize the machine gunner as he appears and resume your journey south.



Travel along the alley to the north and take a right at the end, eliminating any approaching NVA troops. Follow it due north and pause at the entrance to the courtyard.

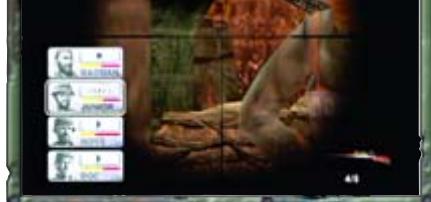


Take a left and pass through the doorway ahead. Come to a halt immediately and instruct your squad to hold their position. Switch to Junior and equip the RPG-7v. Stay close to the southern wall and sneak forward.



Switch to Junior and move against the left-hand wall. Cautiously edge forward and peer around the corner. Swiftly eradicate the two machine gunners on the platform to the northwest.

As the wall to the right comes to an end, stop and peek around the corner. The final NVA tank lies directly to the south. Enter aim mode and quickly fire a rocket towards it. Duck back behind the wall before it locates your position. When safe, send another rocket its way and repeat until the tank is obliterated.



Take control of Ragman again. Order your squad to fall in and travel to the eastern end of the courtyard.



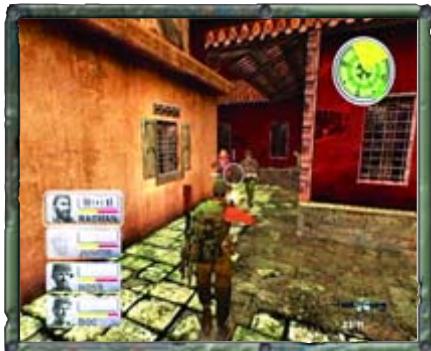
Resume control of Ragman and order your team to fall in. Continue east and follow the path it moves to the south, west, then south again.



## MISSION 14: THE CITADEL



A massive enemy ambush strikes as your squad moves into the next area. Move swiftly to avoid the gunfire from all sides. Only engage enemies who pose an immediate threat. It's much easier to deal with the NVA troops from the safety of a building interior, as this limits the directions enemies can approach from and gives you the upper hand.



Head south and quickly turn right through the hole in the wall. From here, pass into the alley to the northwest, between the buildings.



Follow the route around to the west and enter the building to the south. Inside, take a left into the next room and approach the table in the northwest corner. Collect the NVA Intel and medical field dressing before proceeding.



Turn around and pocket the final piece of NVA Intel from the chair along the east side of the table in the center of the room.



Return to the entrance, but remain in the building. About-face and climb the staircase immediately ahead to the left. Midway up, order your squad to hold fire and equip a frag grenade. Quickly leap around the corner and throw a grenade

into the command room to the north. Dive back behind the wall to avoid heavy gunfire from its occupants.



When the smoke clears, order your team to fall in and equip the CAR-15 SMG. Storm into the room and polish off the remaining NVA members.



Next, leave the building and take a left, traveling back round into the courtyard. Take down the enemy soldiers swarming the area to complete the mission, and the game.



# Eguide

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